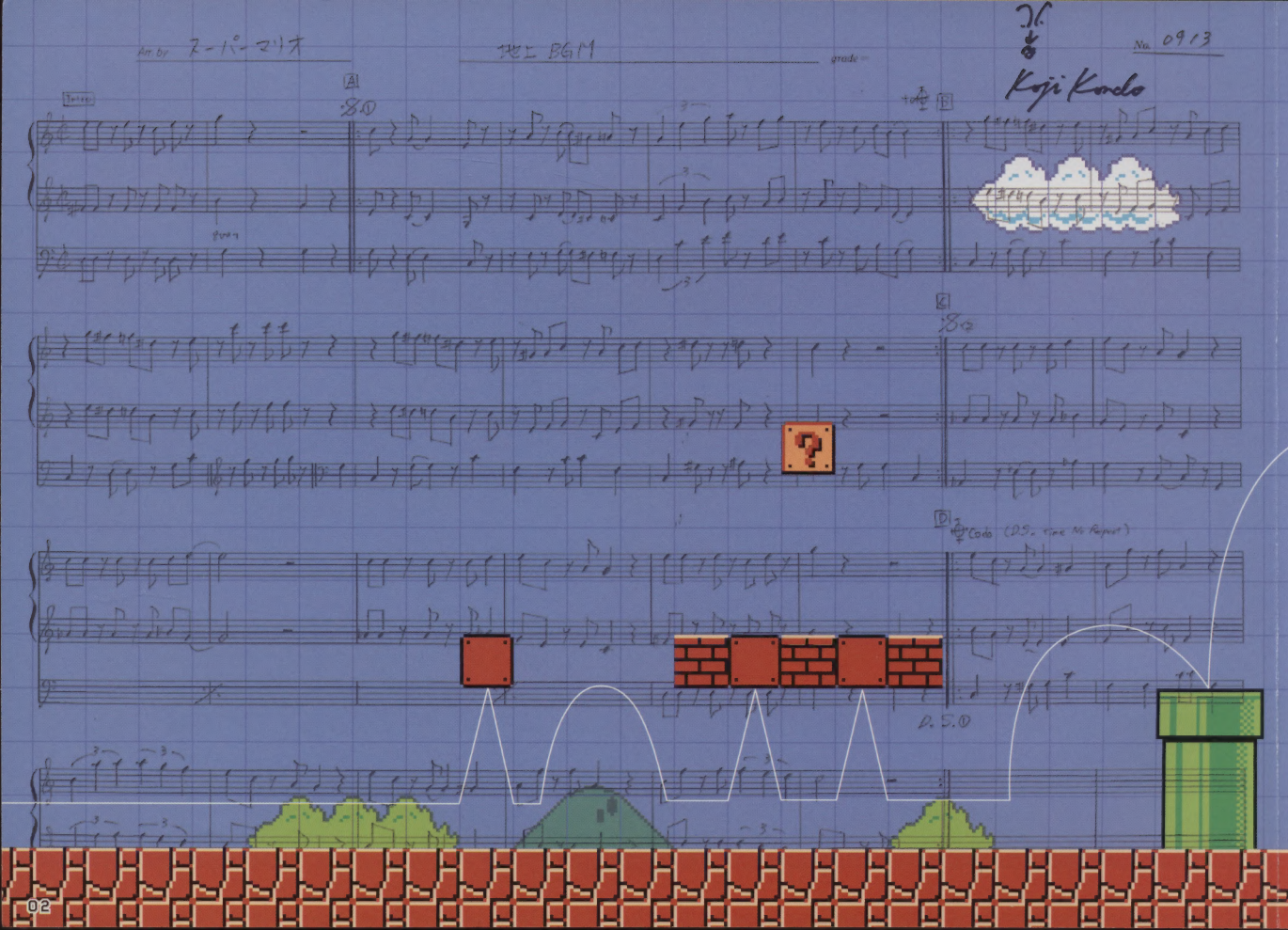
SUPER
MARIO MAKER™

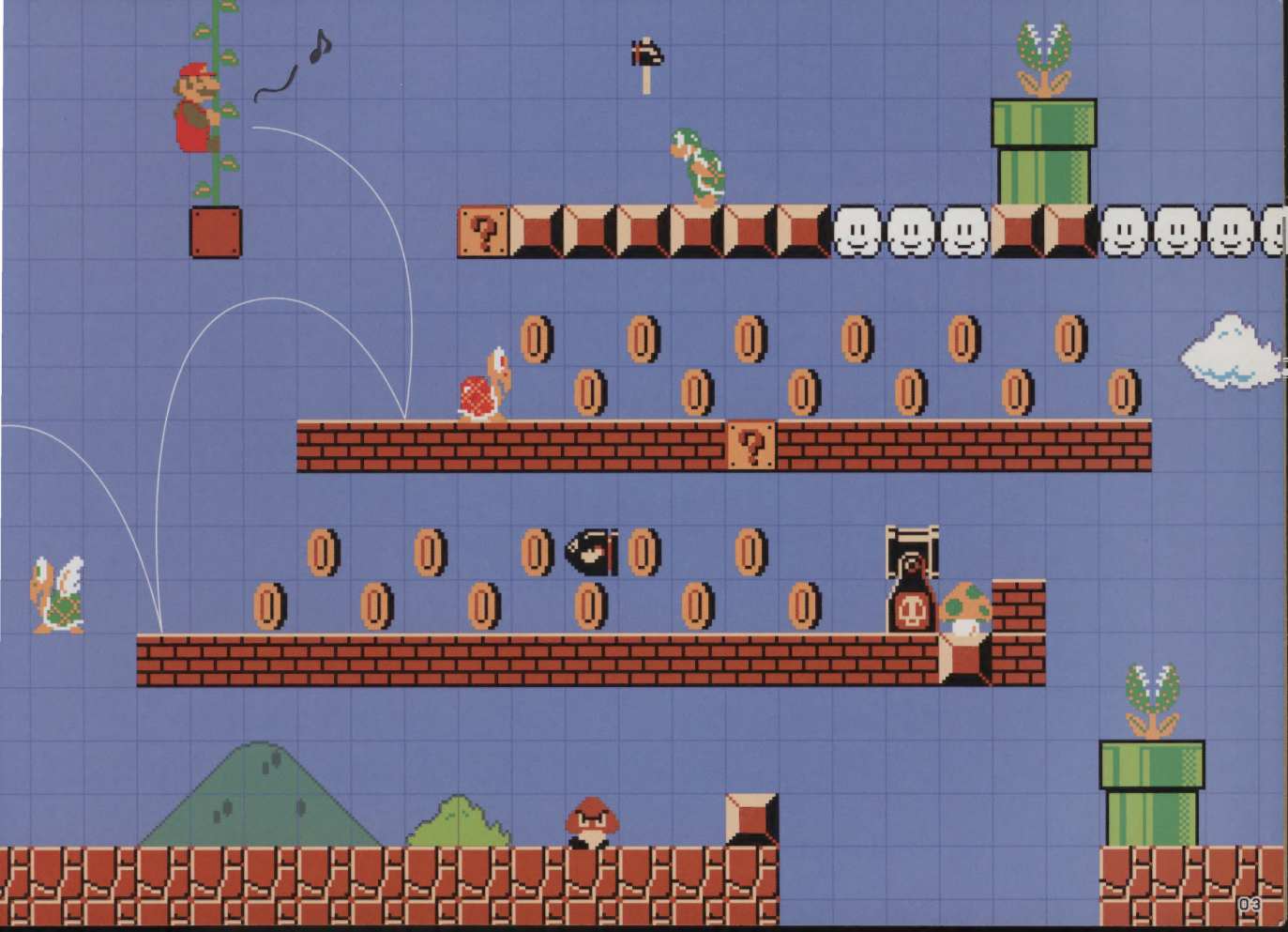
Arr. by スーパーマリオ

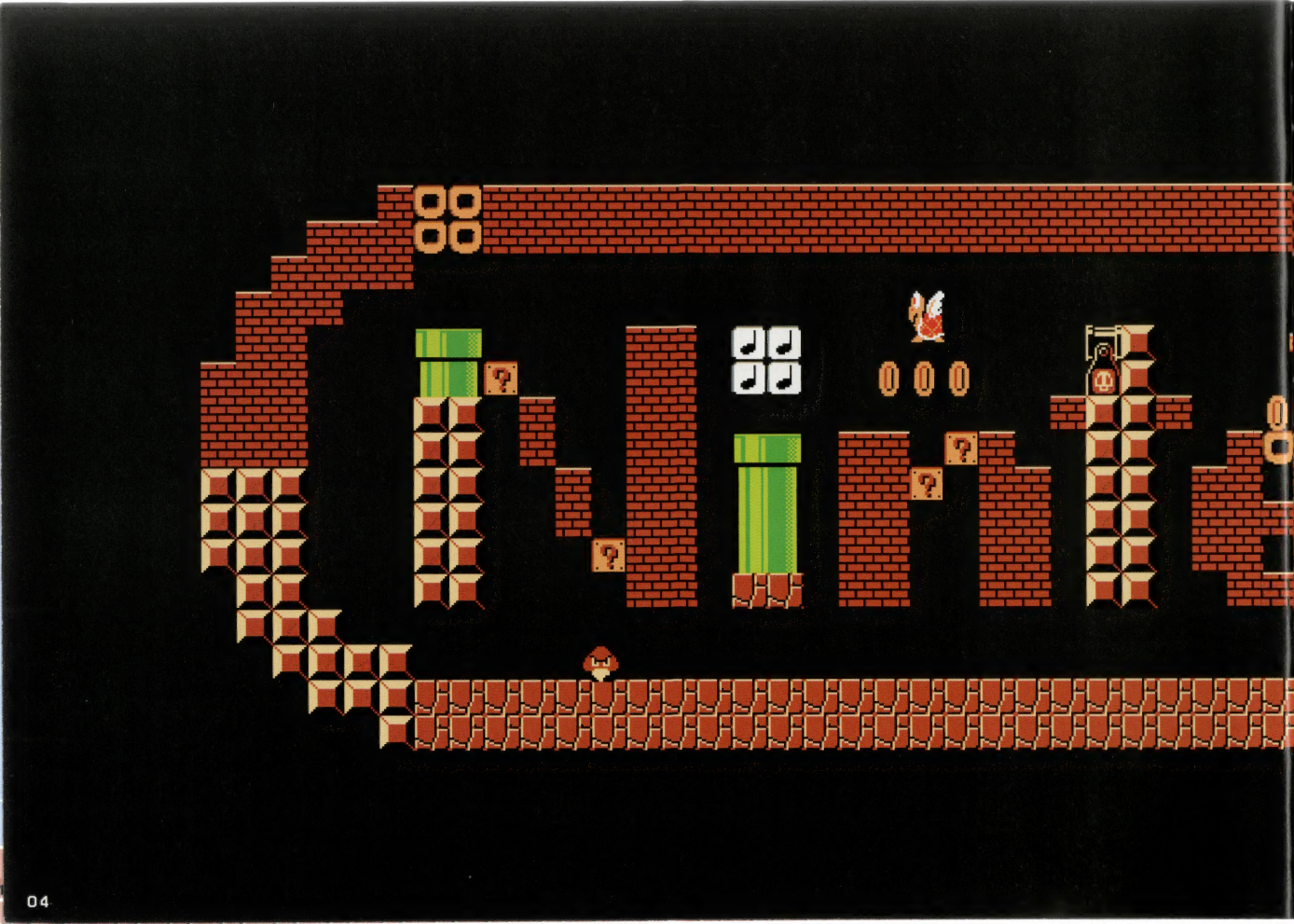
地上 BGM

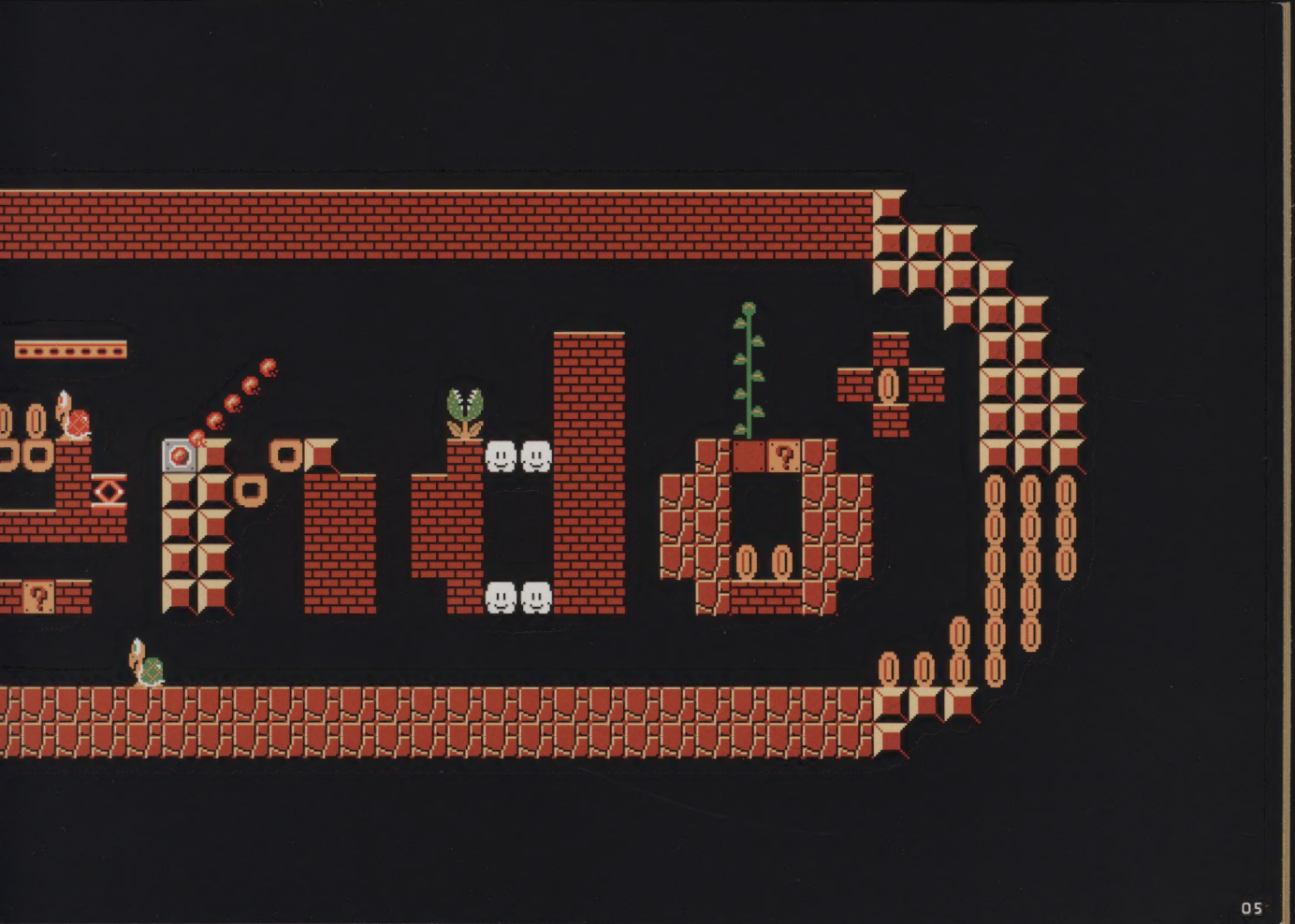
No. 0913

Koji Kondo









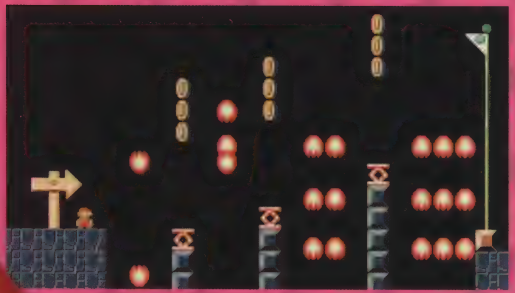
1567

3891

SUPER MARIO BROS. COURSE DESIGN / CRÉATION DE NIVEAUX

THE BASICS / LES BASES

EXAMPLE 1 / EXEMPLE 1



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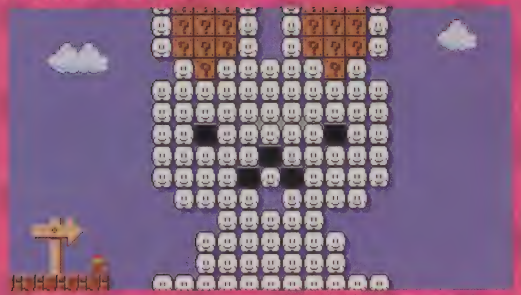

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EXAMPLE 4 / EXEMPLE 4

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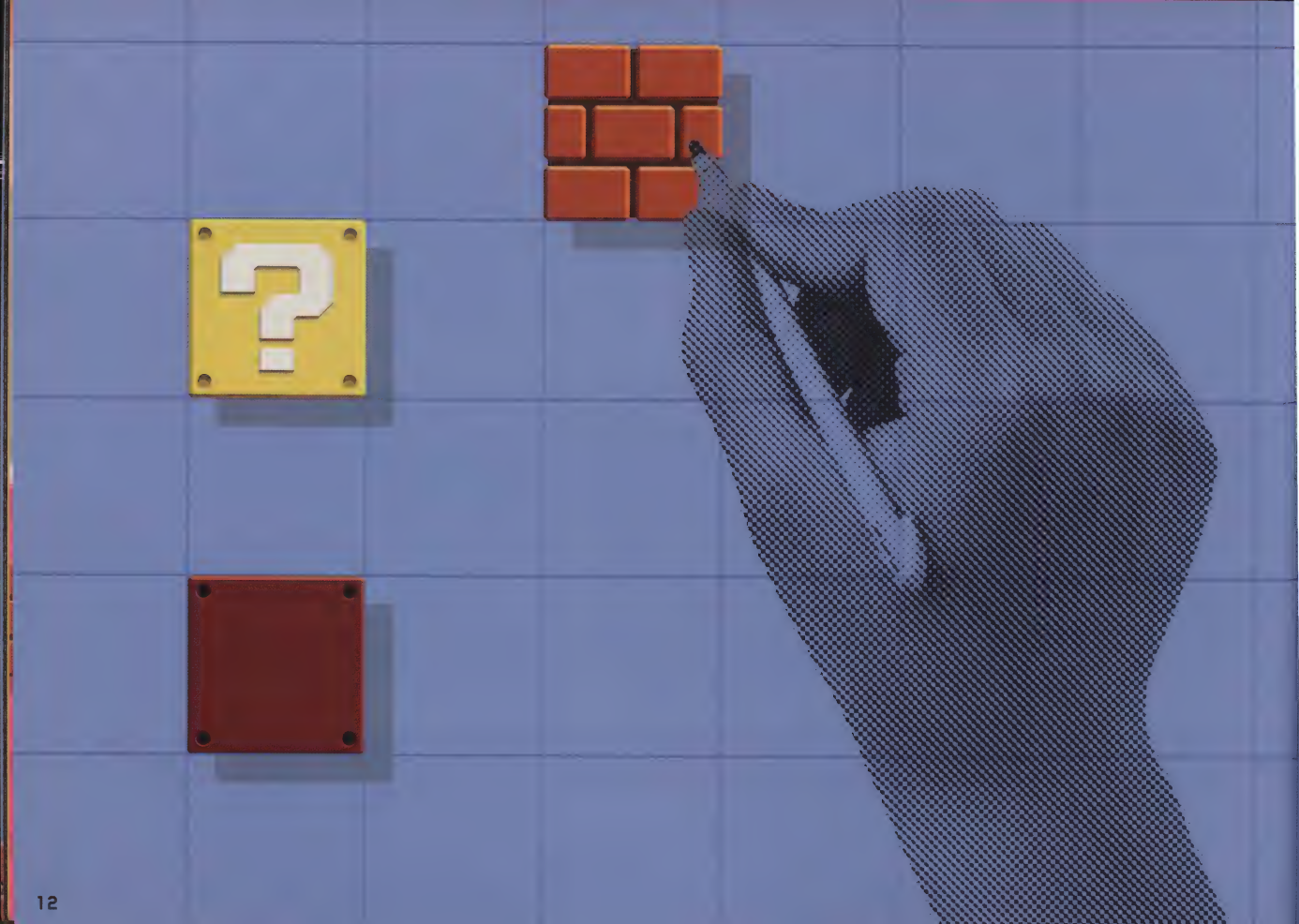

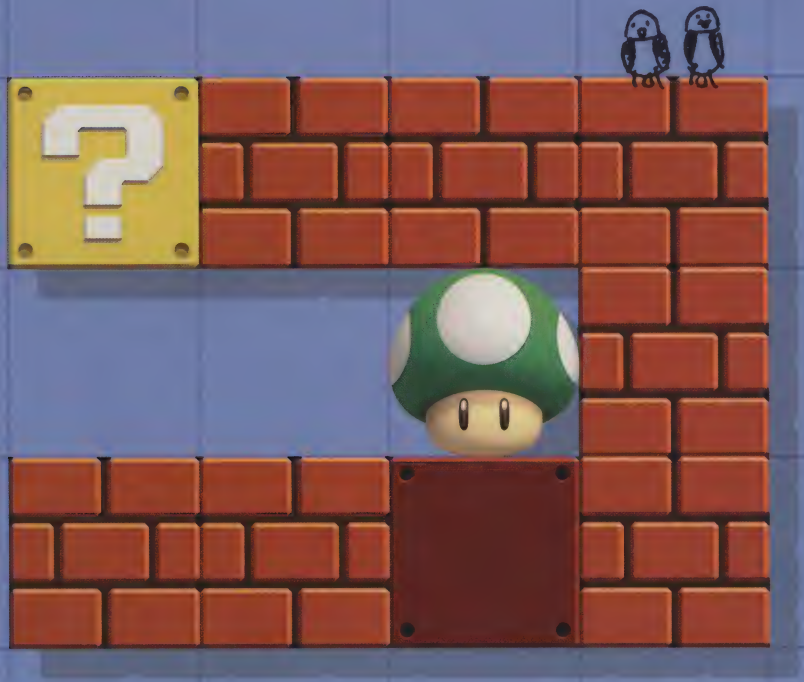

EXAMPLE 5 / EXEMPLE 5

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EXAMPLE 6 / EXEMPLE 6

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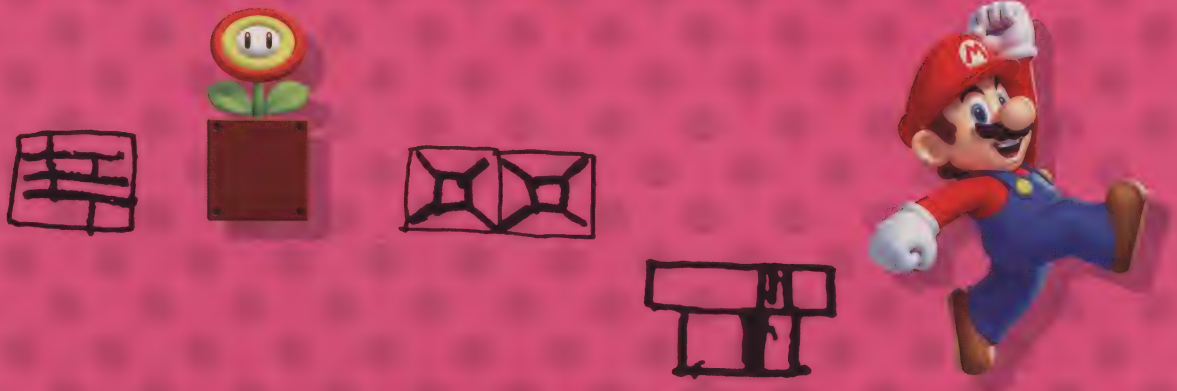

EXAMPLE 7 / EXEMPLE 7

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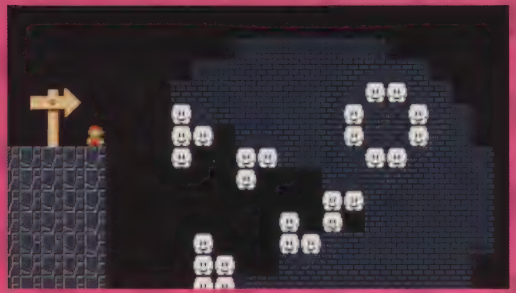
EXAMPLE 8 / EXEMPLE 8



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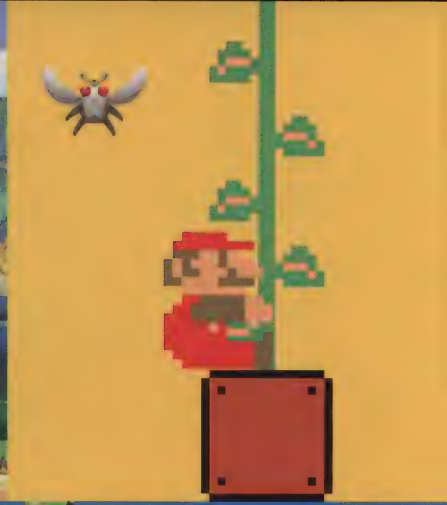
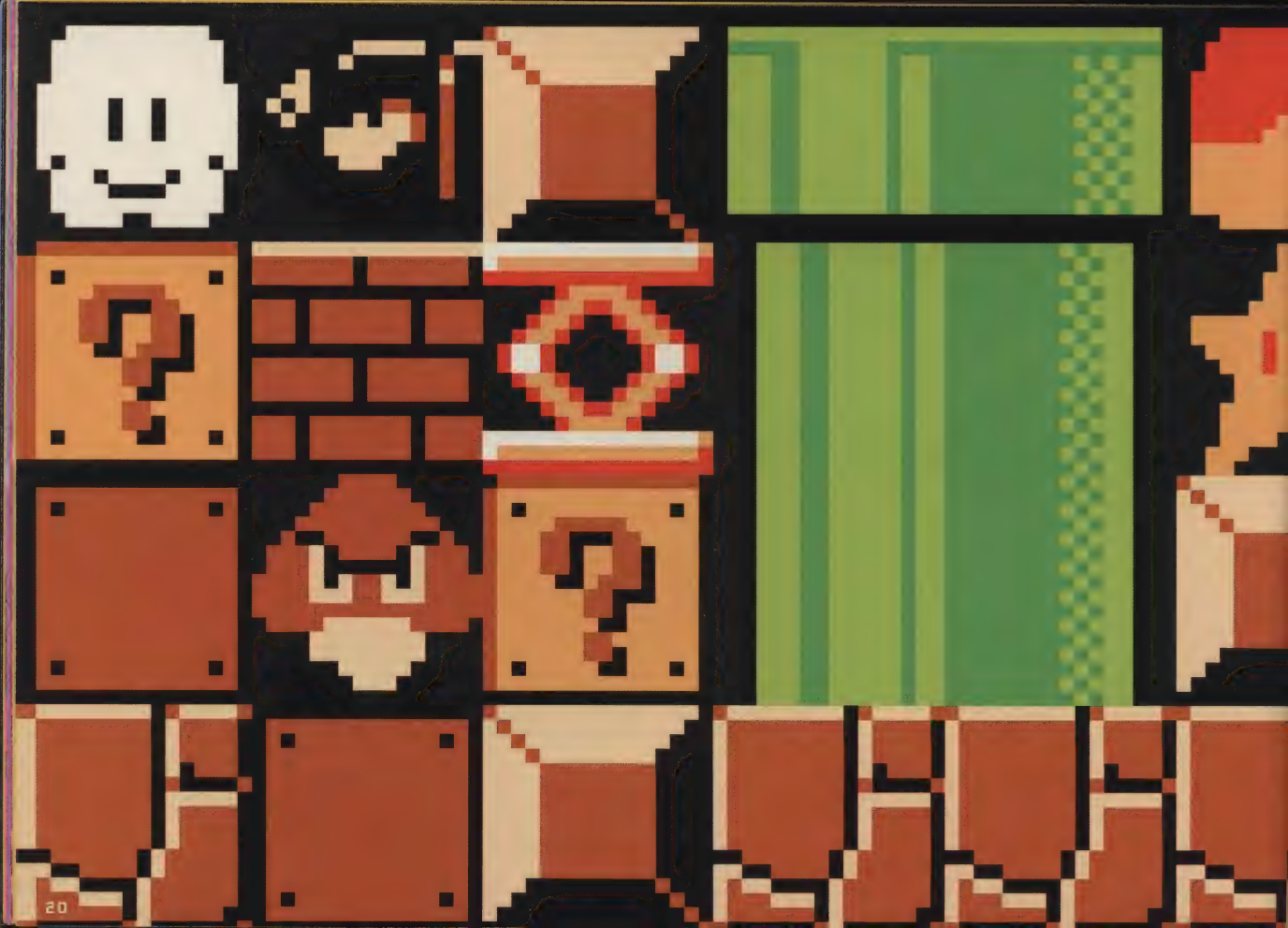
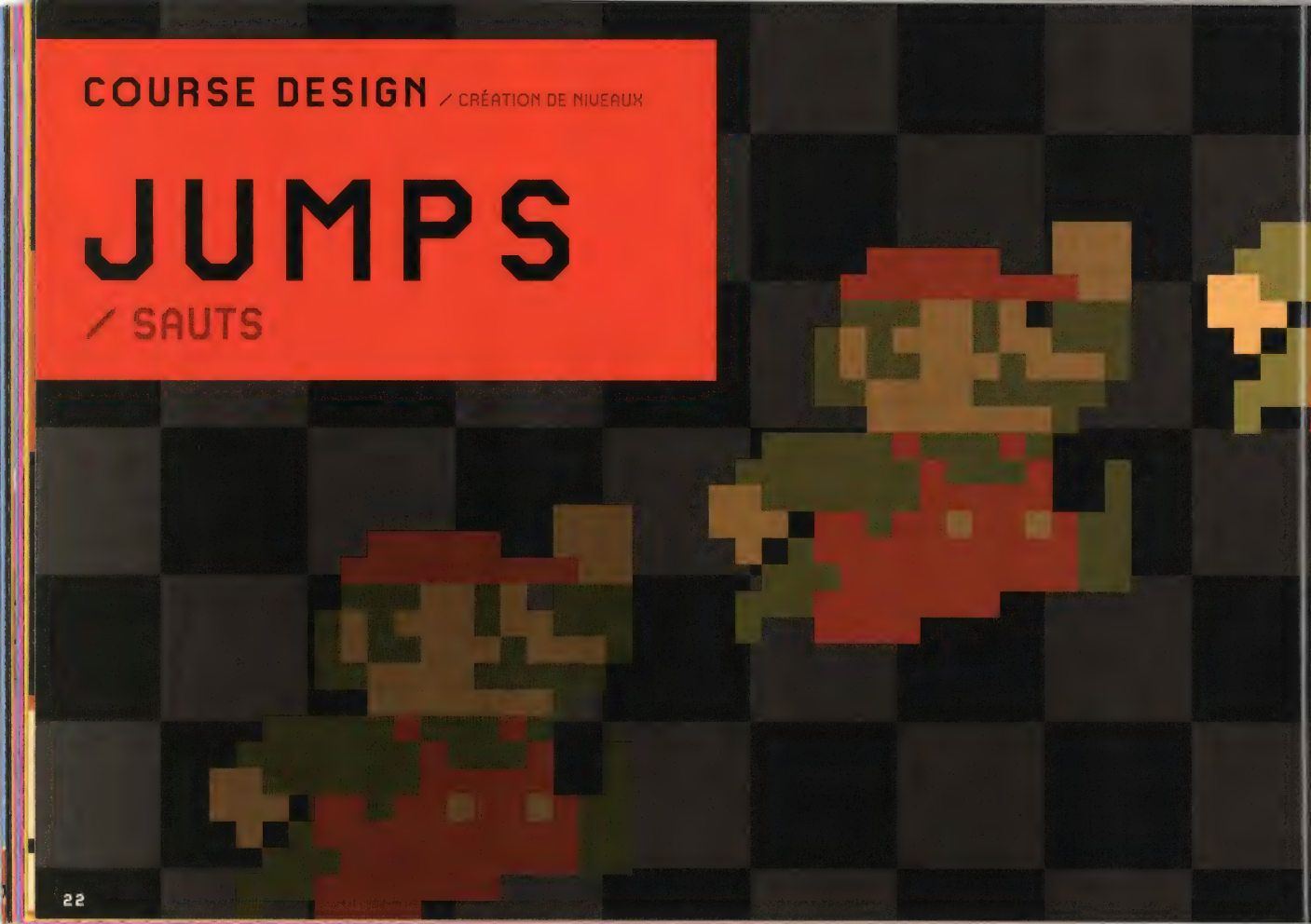


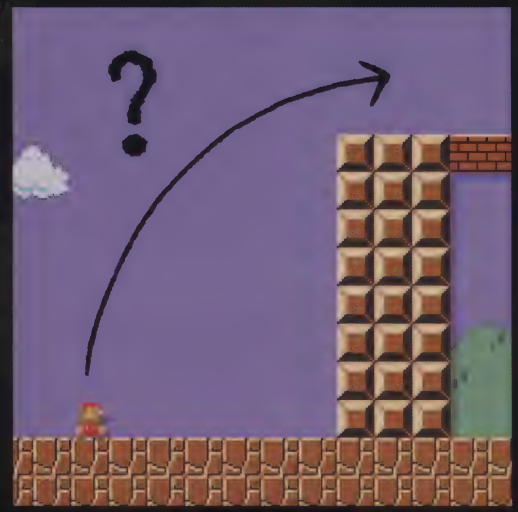


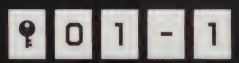
COURSE DESIGN / CRÉATION DE NIVEAUX

JUMPS

/ SAUTS



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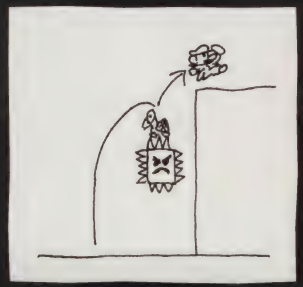
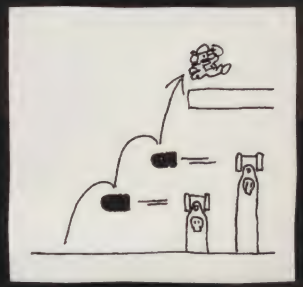
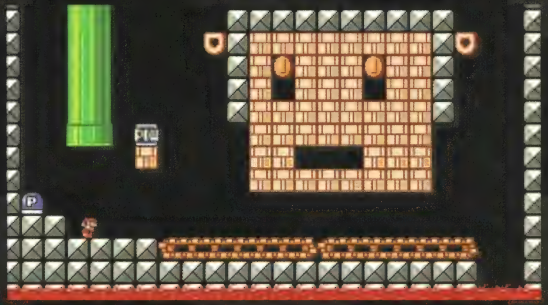




COINS

/ PIÈCES



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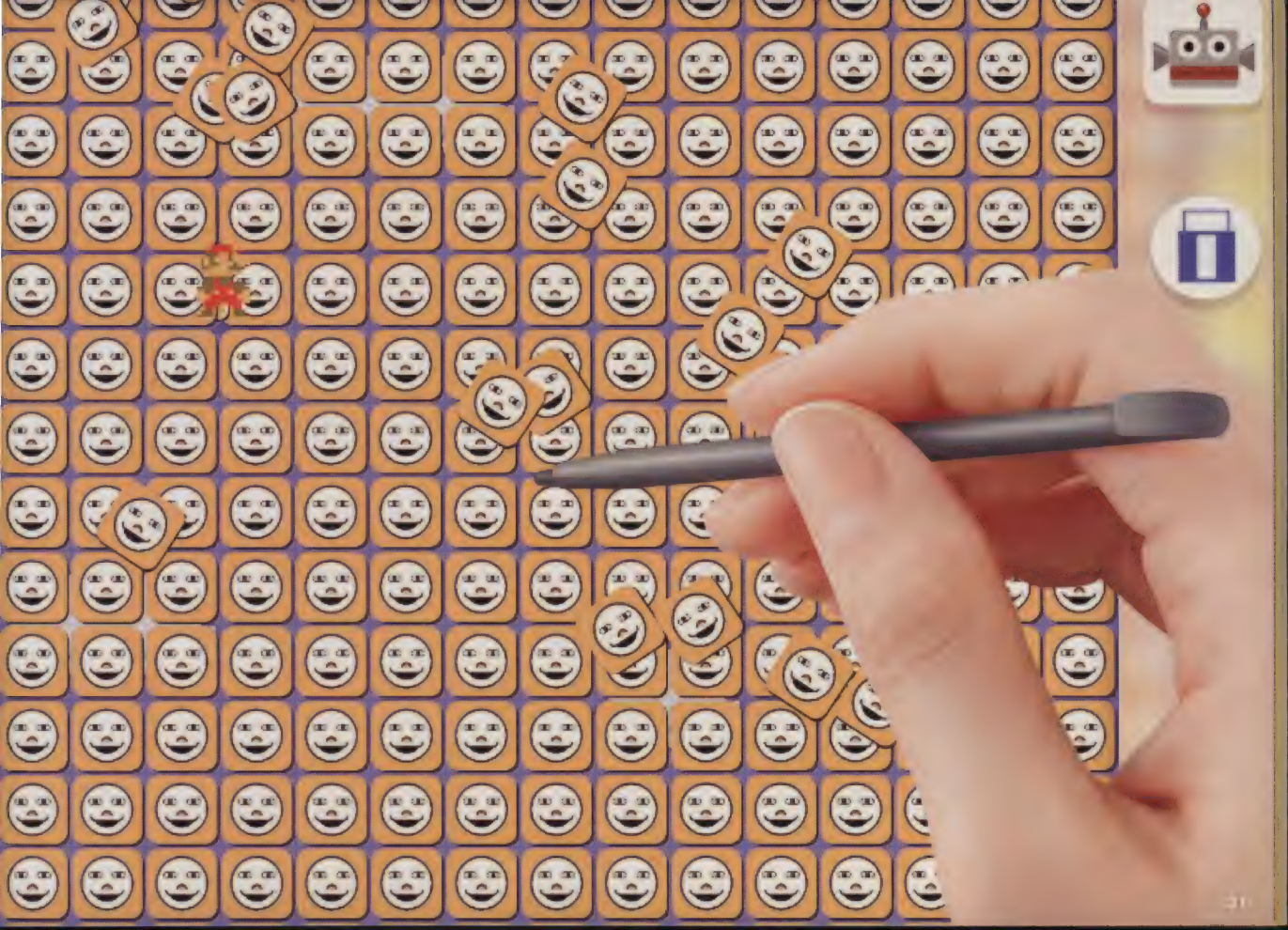
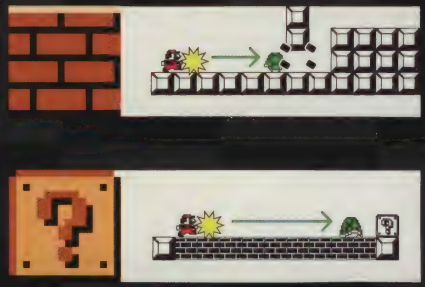
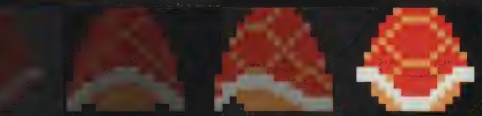


SHELLS
/ CARAPACES

EXAMPLE 1 / EXEMPLE 1

EXAMPLE 2 / EXEMPLE 2





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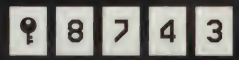

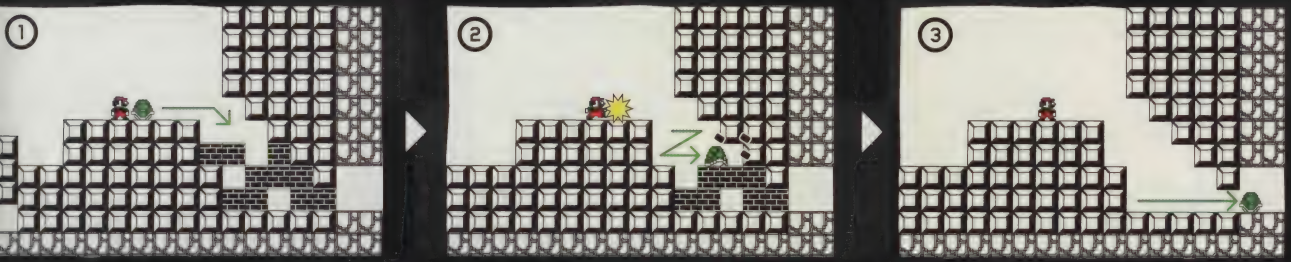

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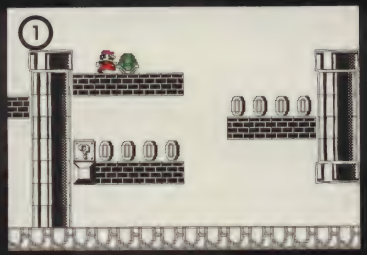

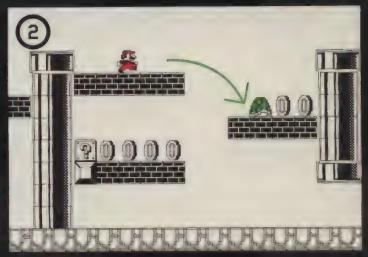

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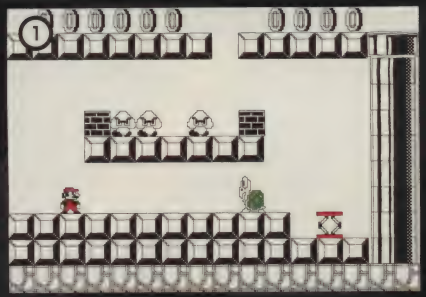
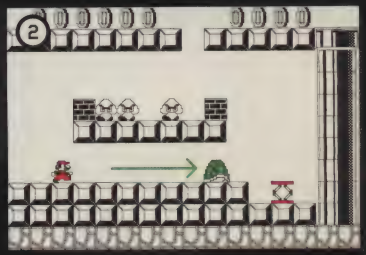
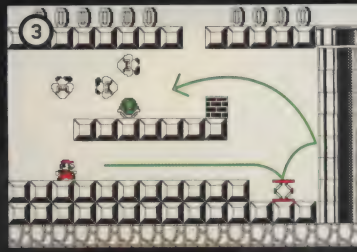
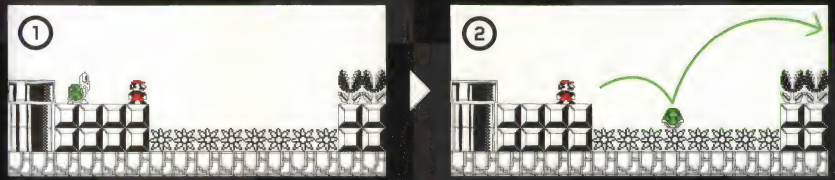


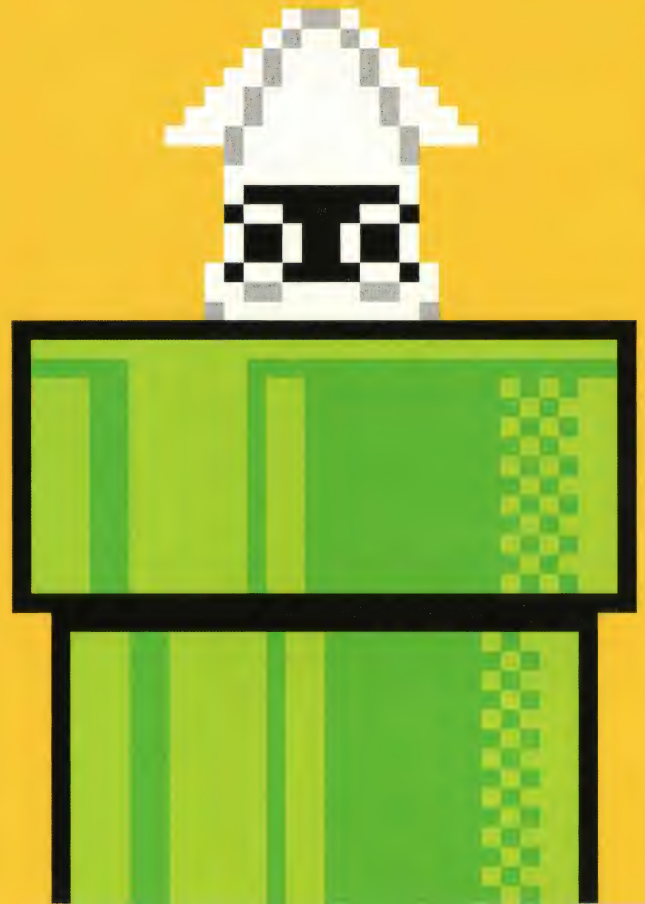


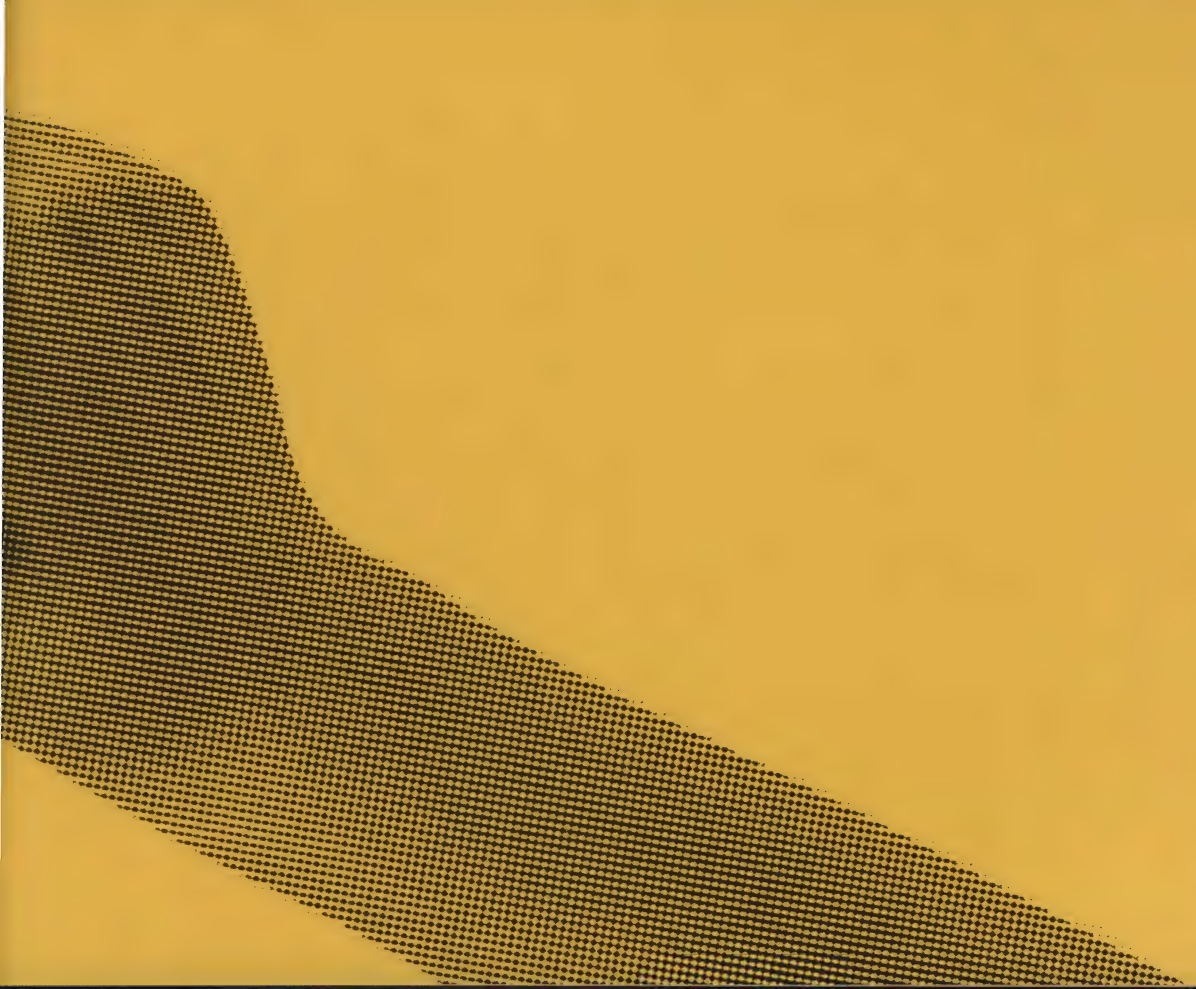


EXAMPLE 6 / EXEMPLE 6

EXAMPLE 7 / EXEMPLE 7





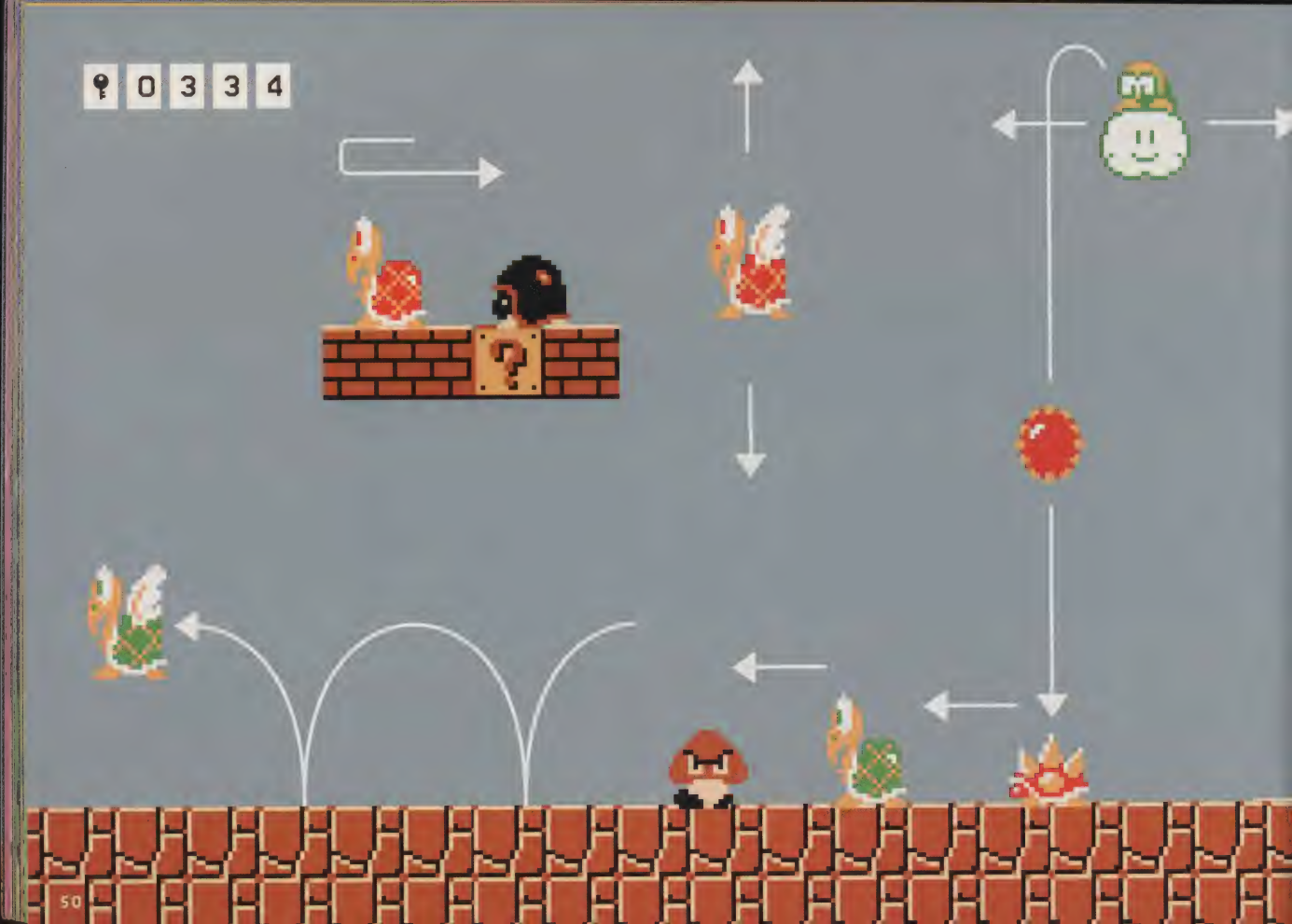


1UP

POW

SUPER
MARIO BROS.
SUPER
MARIO WORLD

SUPER MARIO BROS. 3
New SUPER MARIO BROS. U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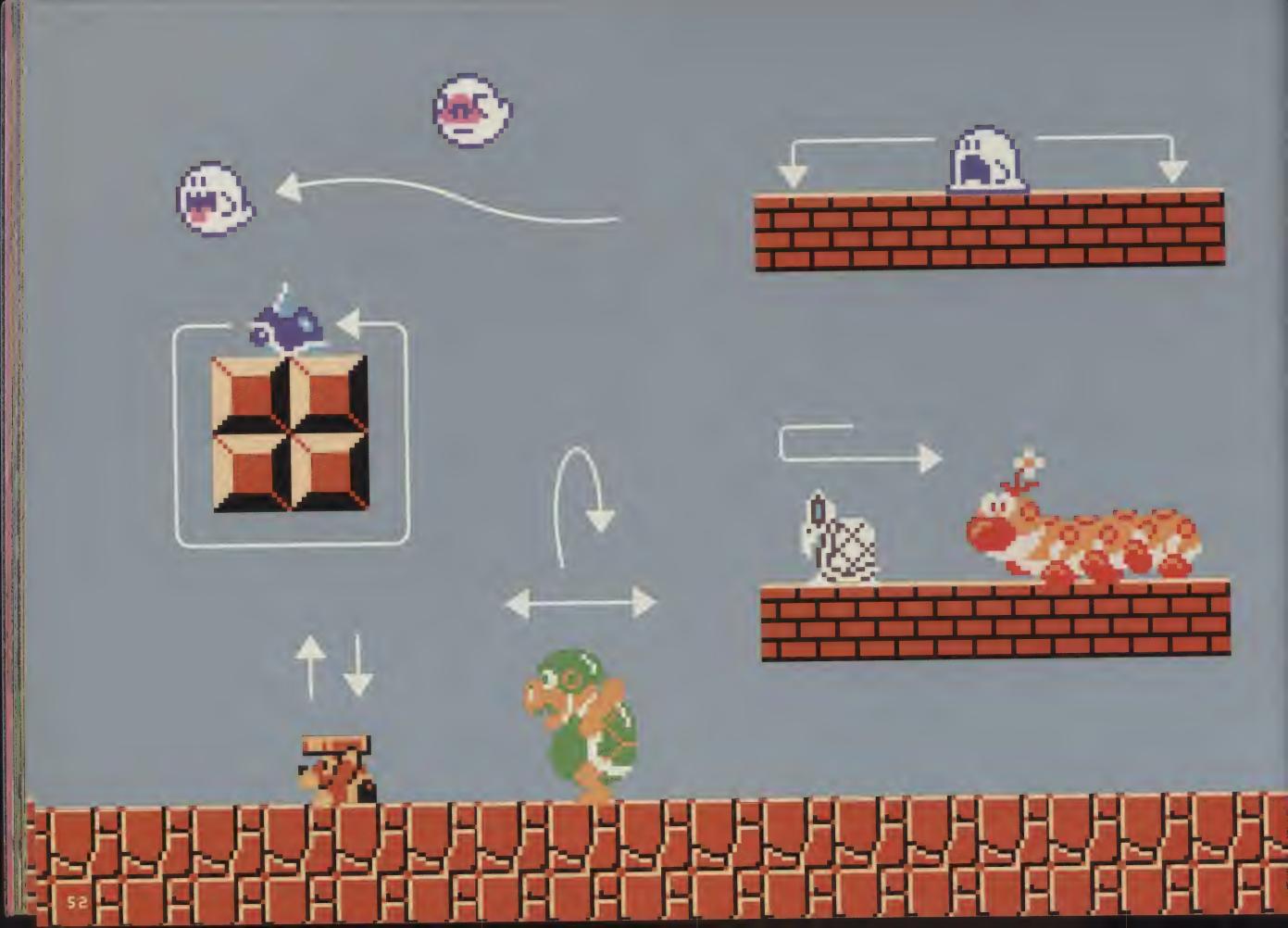
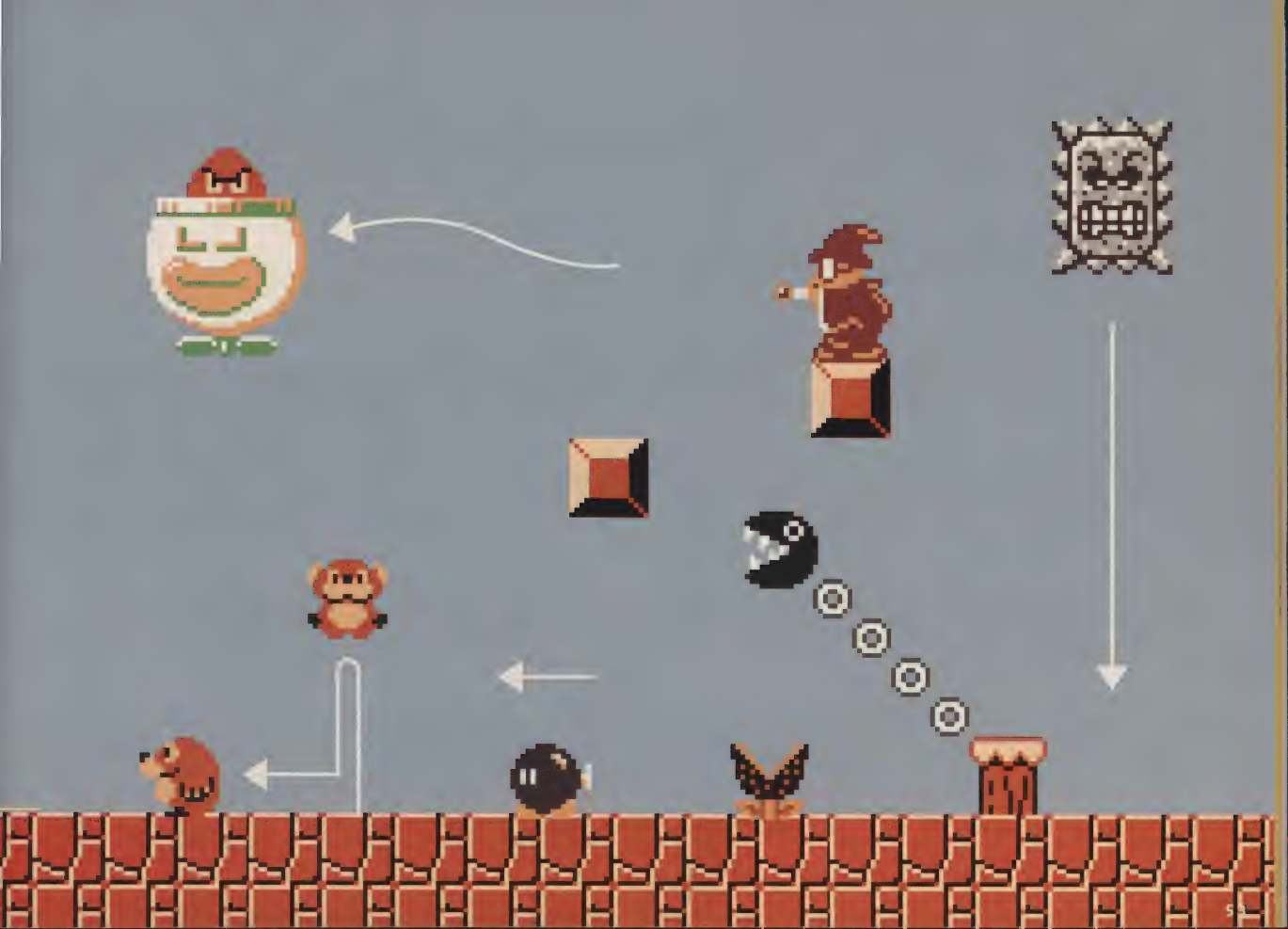
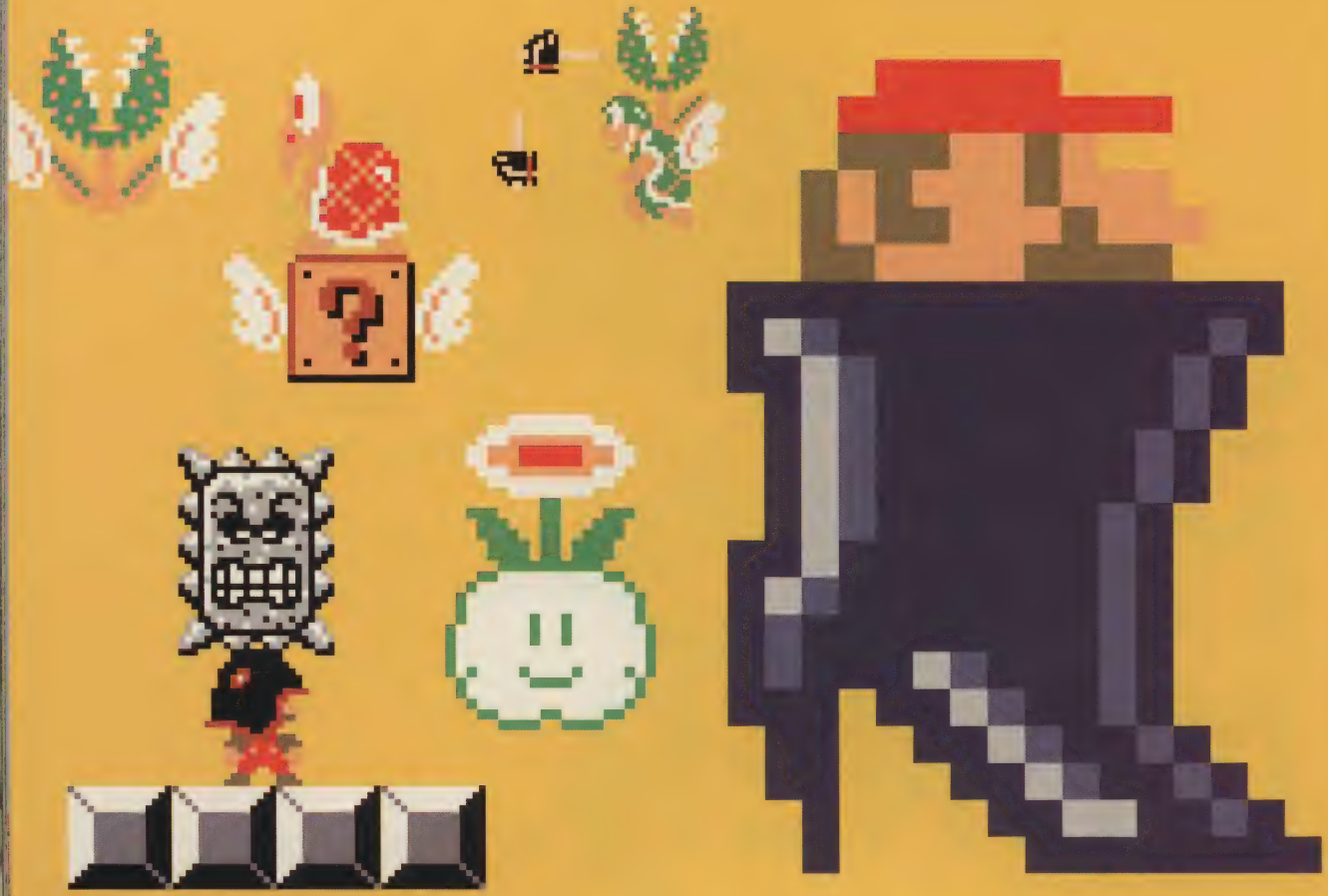




SUPER MARIO MAKER™



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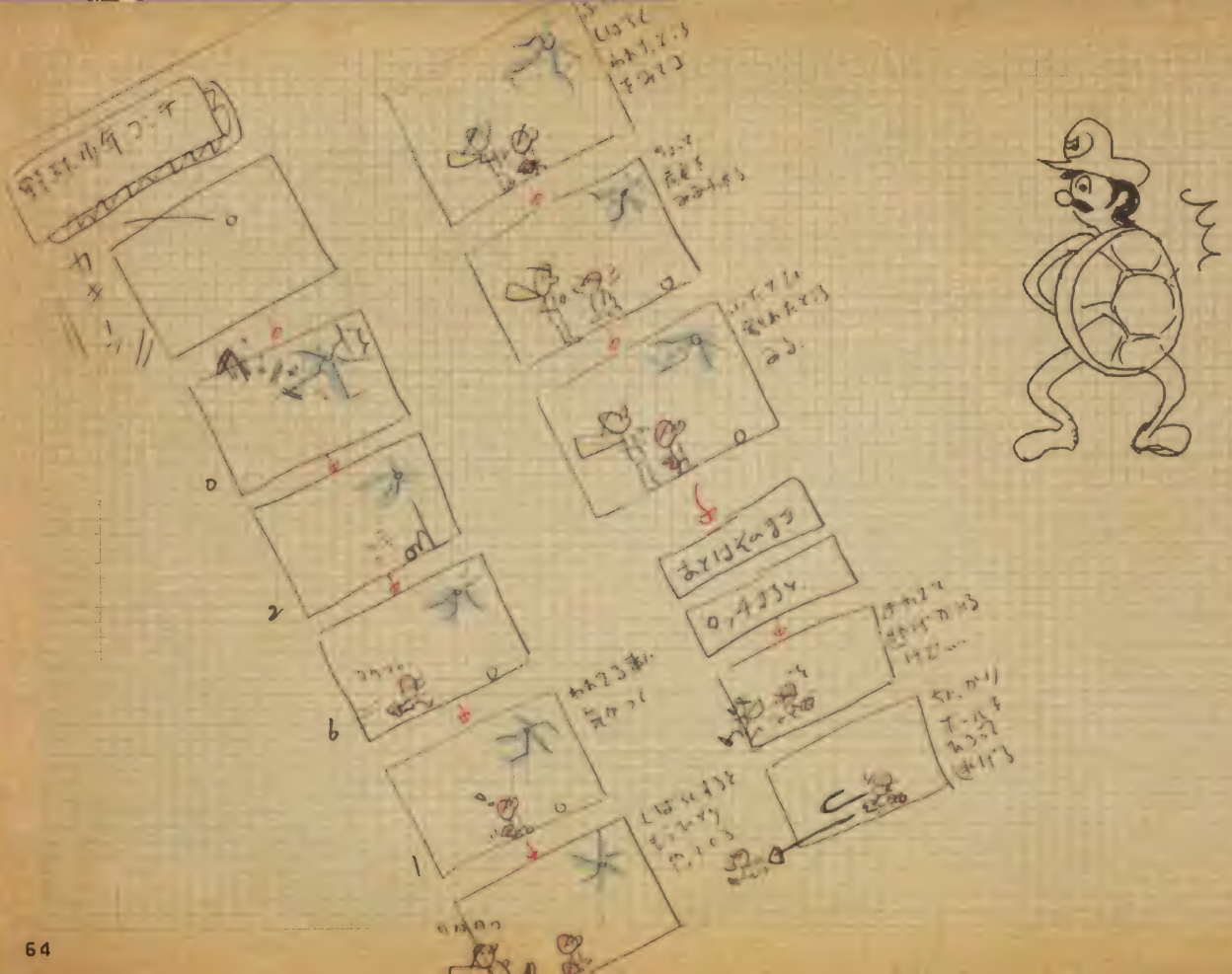
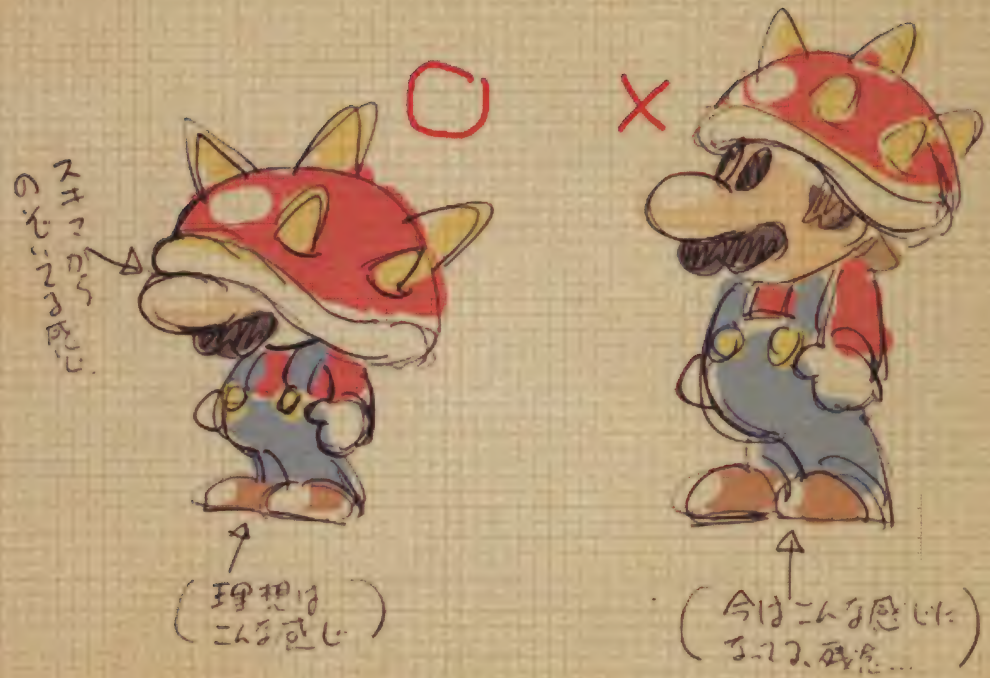
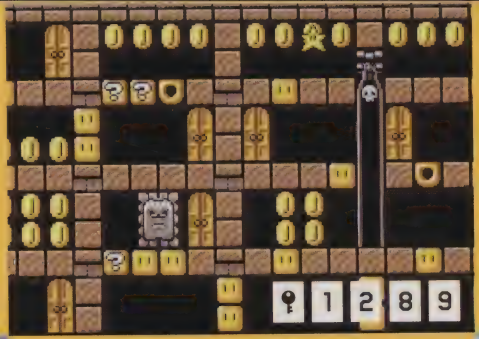



スキマからのぞいてる感じ
(理想はこんな感じ)
(今はこんな感じになってる感じ…)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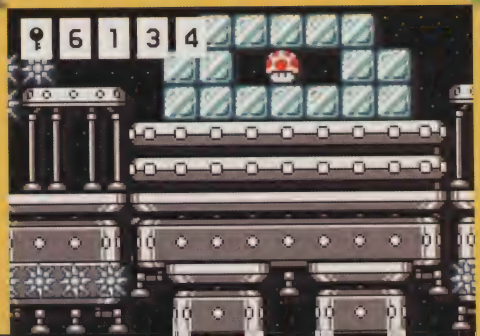
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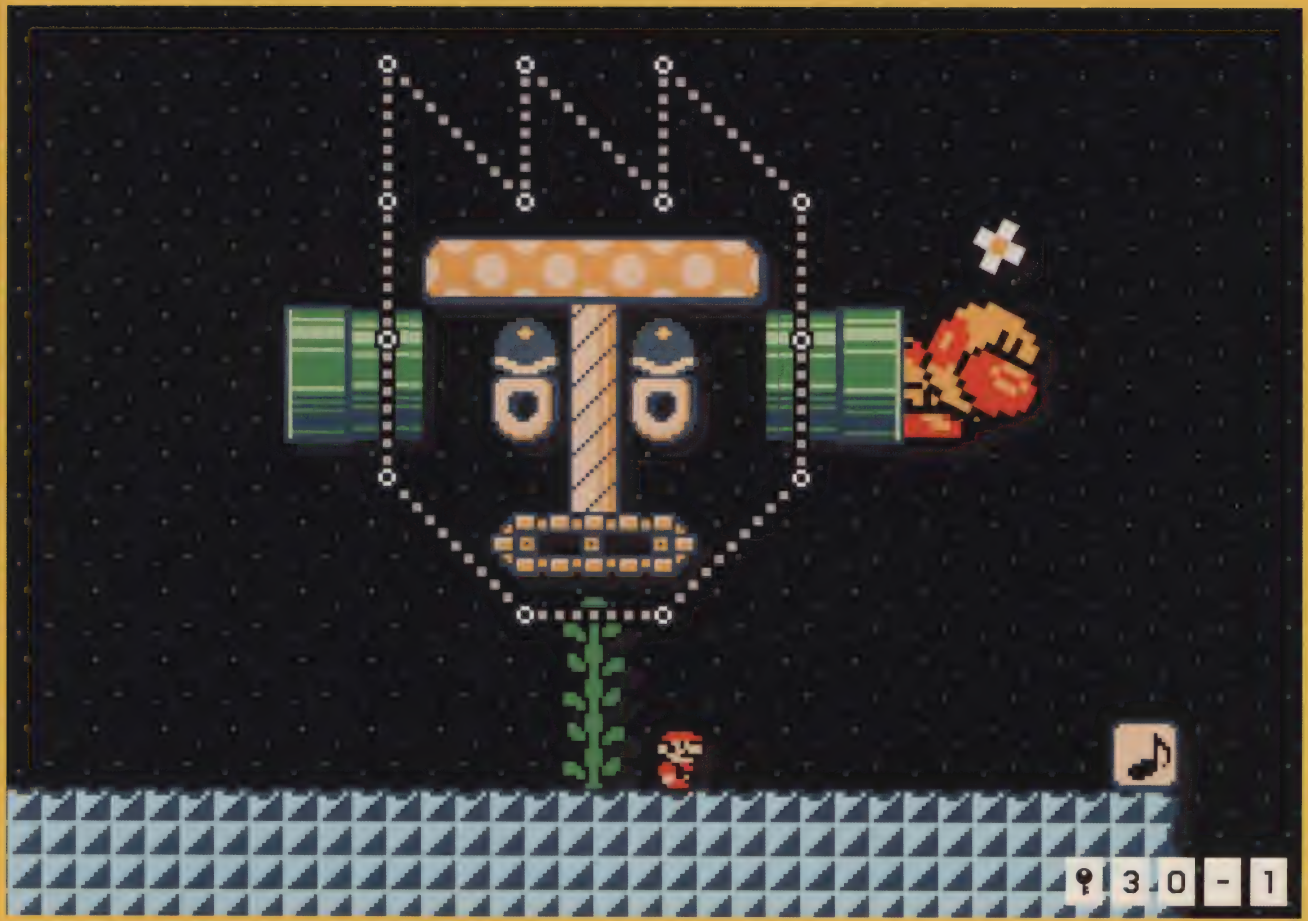
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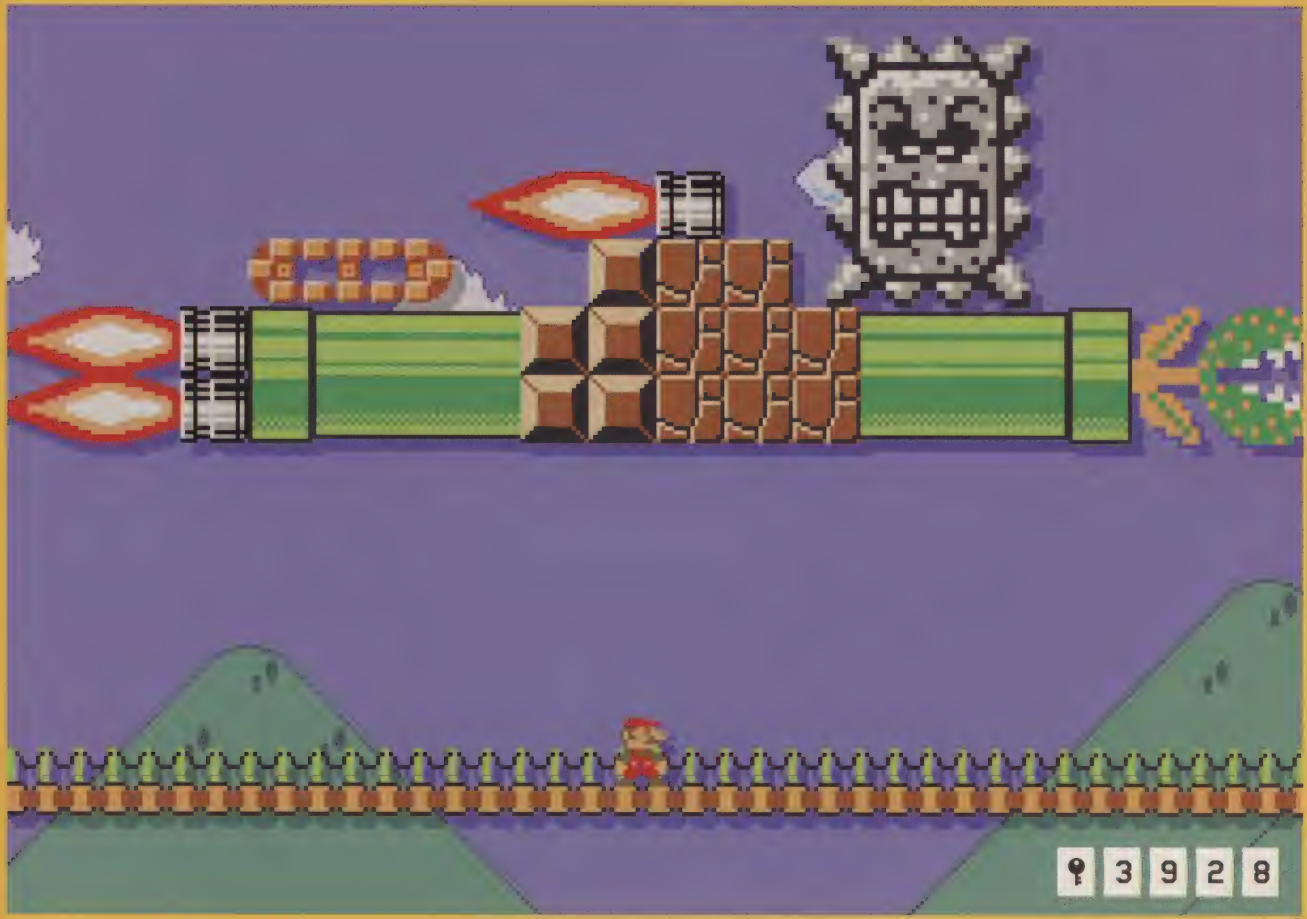
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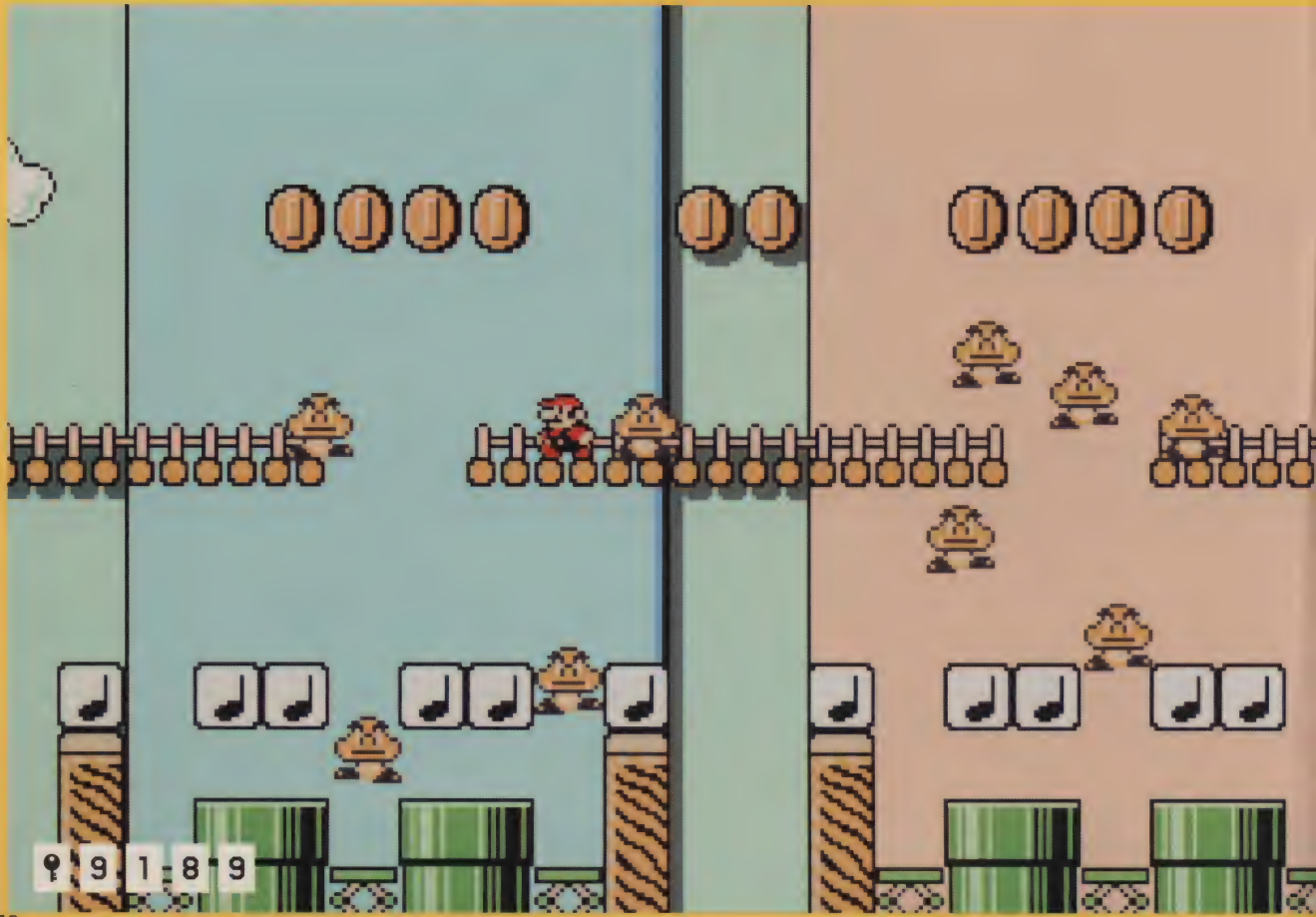
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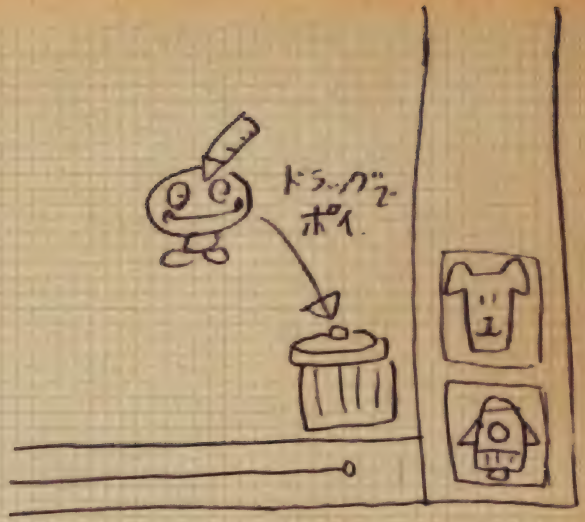
ドラッグ
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POW
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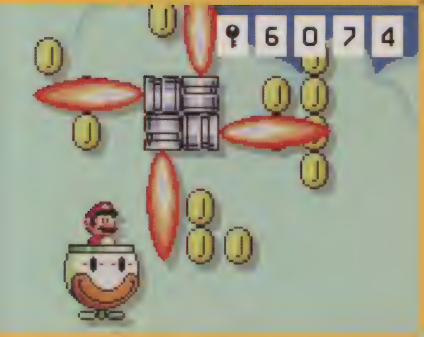
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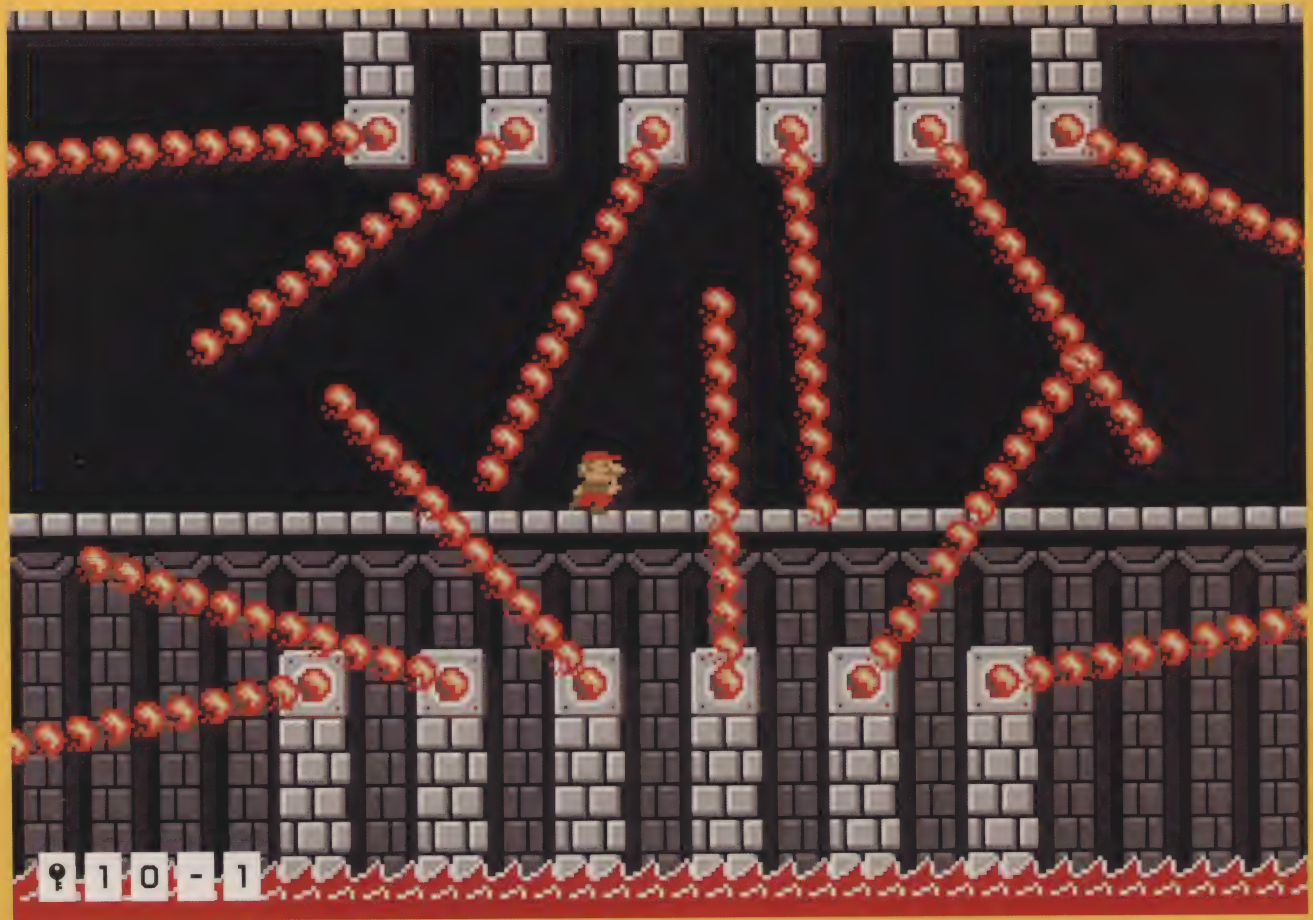
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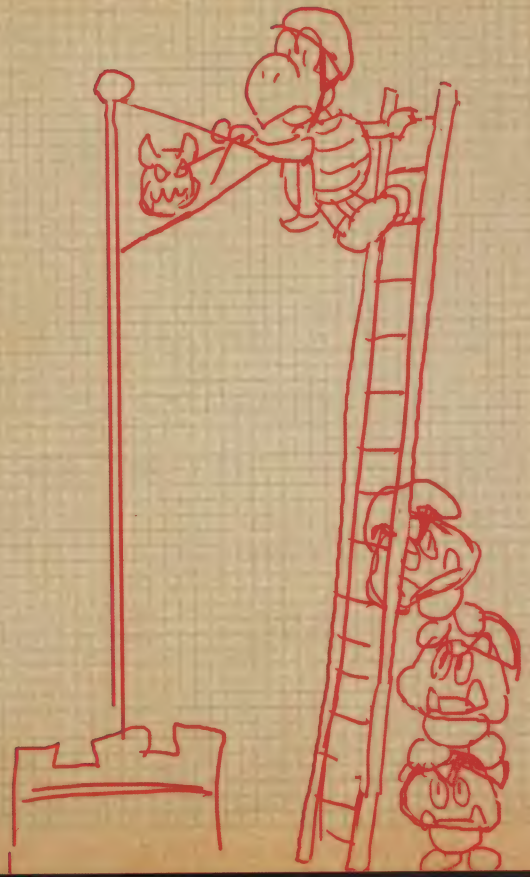
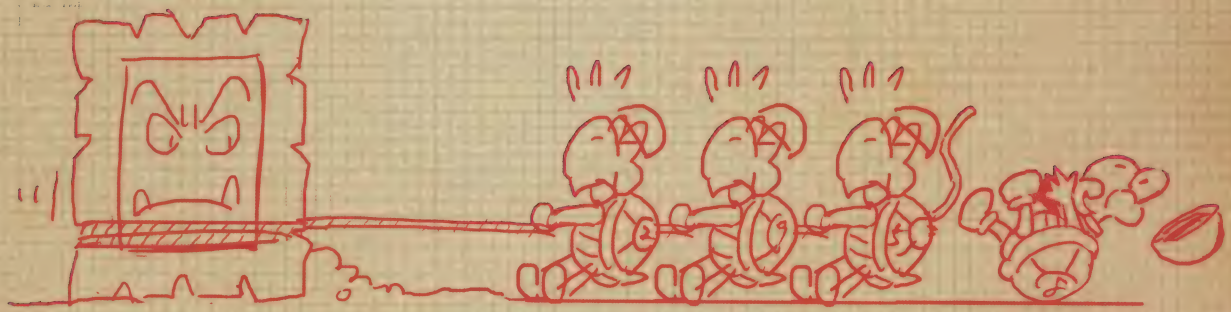
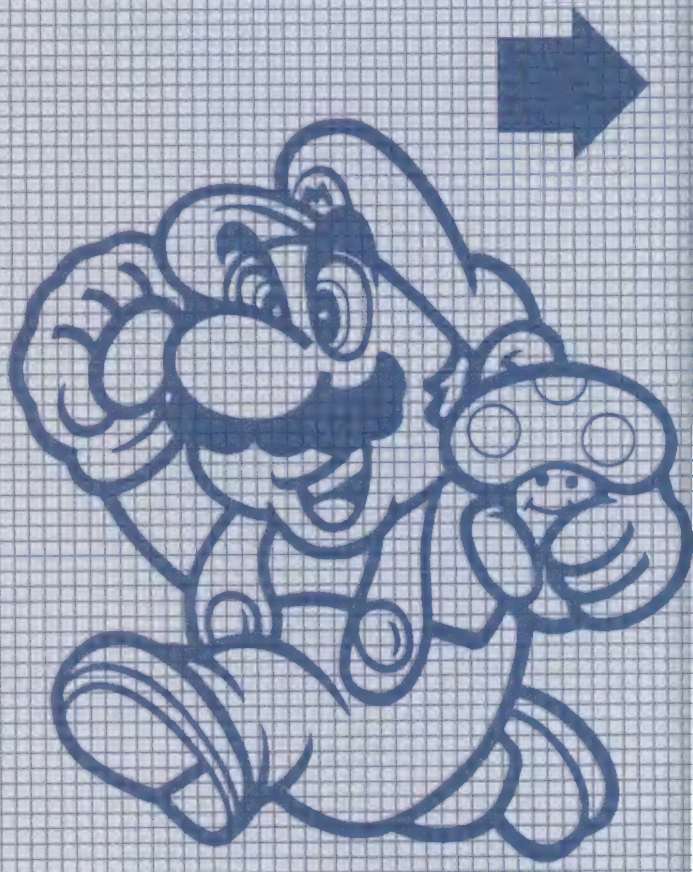




SUPER MARIO BROS.
COURSE FLASHBACK
/ À L'ORIGINE



BG PLANNING SHEET

MEMO: SUPER MARIO BROTHERS

PHASE	DATE: / / AM PM :	
	DESIGNER	PROGRAMMER
TITLE BG		

COLOR GENERATOR DATA

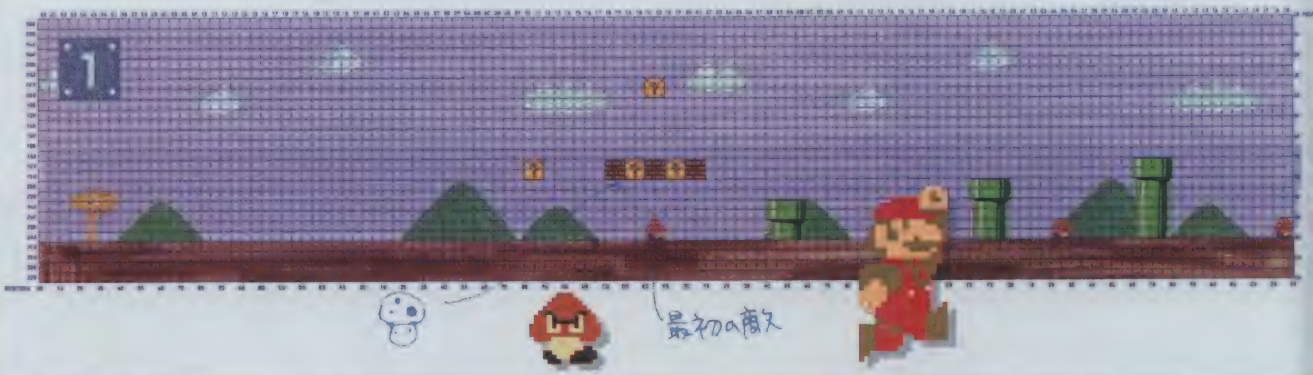
BG. COLOR

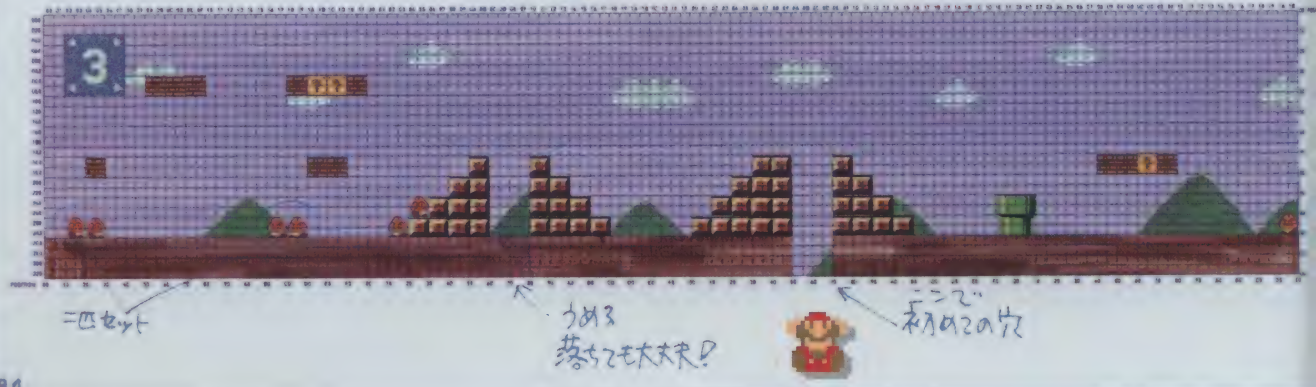
PALETTE COLOR	OL BIT 1	OL BIT 0	CHOT CHR	CHOT COLOR	VDC Addr	VDC DATA	VIDEO COLOR	REMARKS
NONE	0	0	0	0	00-01	22		
			0	1	01	27		
			1	0	03	0A		
			1	1	03	04		
BROWN	0	1	0	0	04	22		
			0	1	05	36		
			1	0	06	17		
			1	1	07	0F		
RED	1	0	0	0	08	22		
			0	1	09	27		
			1	0	0A	21		
			1	1	0B	0A		
ORANGE	1	1	0	0	0C	22		
			0	1	0D	36		
			1	0	0E	17		
			1	1	0F	04		

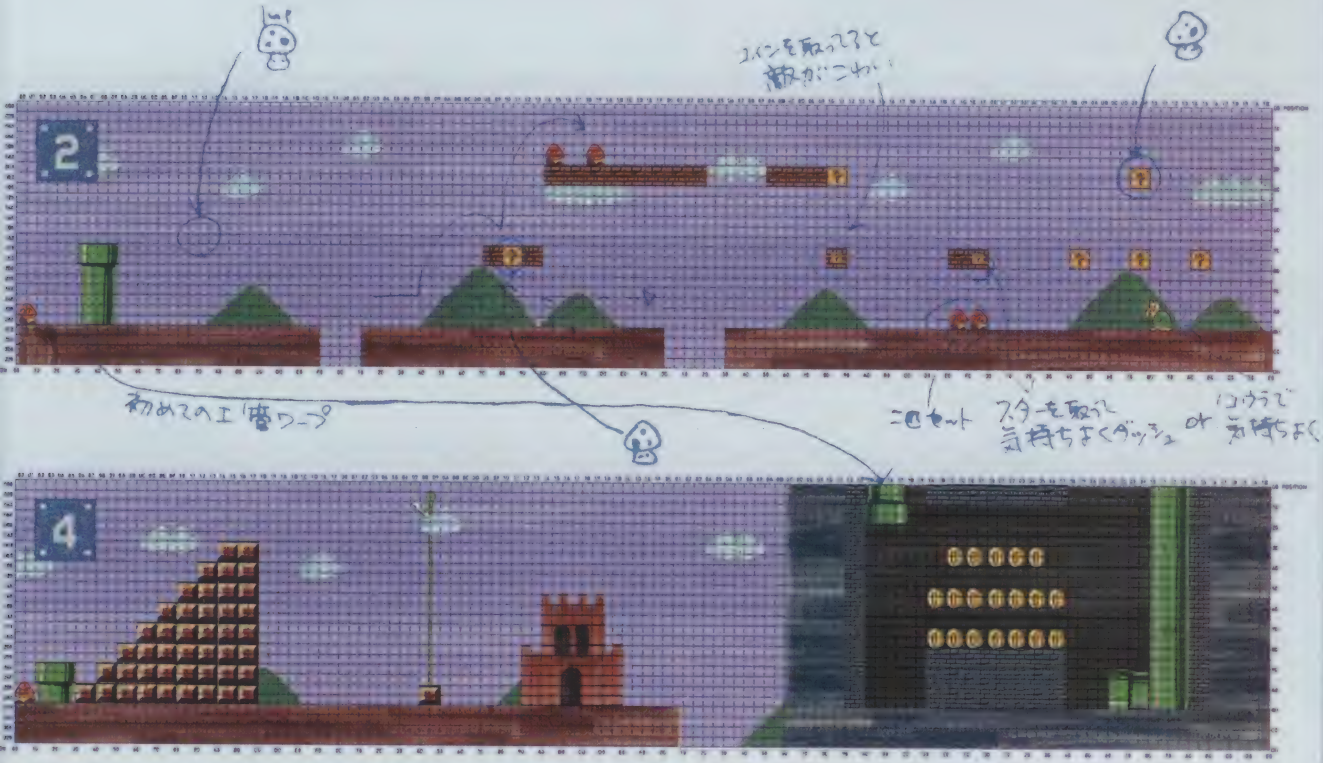
OBJ COLOR

PALETTE COLOR	OL BIT 1	OL BIT 0	CHOT CHR	CHOT COLOR	VDC Addr	VDC DATA	VIDEO COLOR	REMARKS
NONE	0	0	0	0	20	22		
			0	1	21	26		
			1	0	22	17		
			1	1	23	12		
BROWN	0	1	0	0	24	22		
			0	1	25	28		
			1	0	26	16		
			1	1	27	27		
RED	1	0	0	0	28	22		
			0	1	29	16		
			1	0	2A	28		
			1	1	2B	30		
ORANGE	1	1	0	0	2C	22		
			0	1	2D	26		
			1	0	2E	17		
			1	1	2F	36		

BG PLANNING SHEET	PHASE	DATE: / / AM PM :	
MEMO:SUPER MARIO BROTHERS	W1-1	DESIGNER	PROGRAMMER



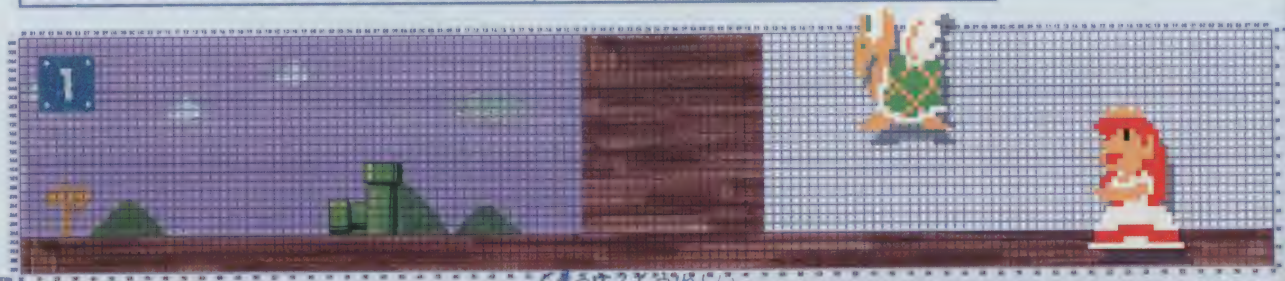


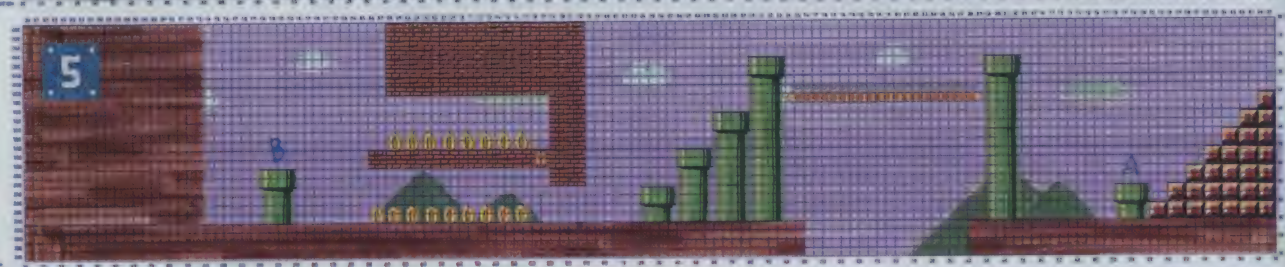

2
コインを取ってると
敵がこわい
初めての土管ワープ
二回もOK
スターを取って
気持ちよくダッシュ
or
コウラで
気持ちよく!
4
8641

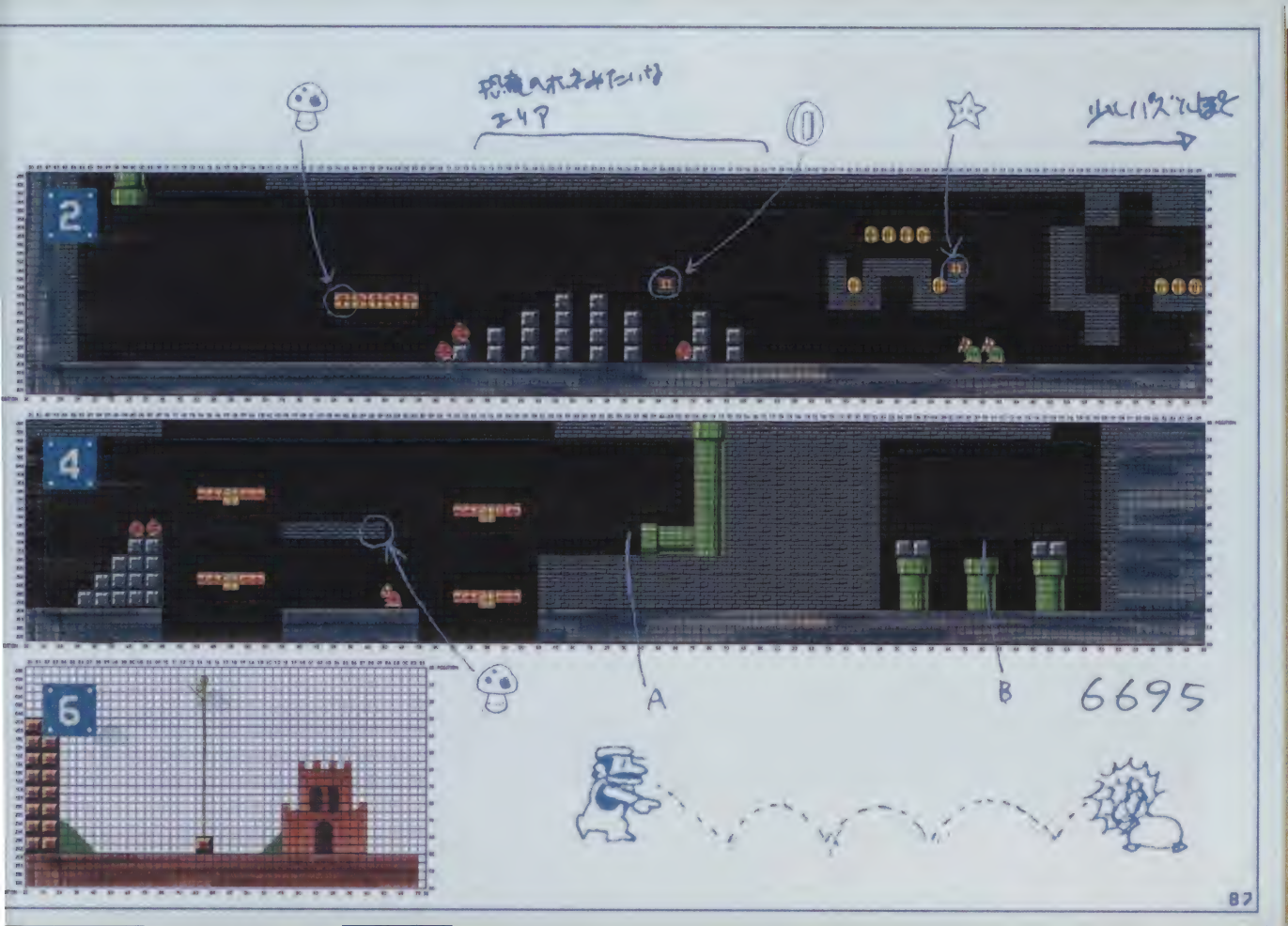
BG PLANNING SHEET

MEMO:SUPER MARIO BROTHERS

PHASE	DATE: / / AM PM :	
	DESIGNER	PROGRAMMER
W1-2		



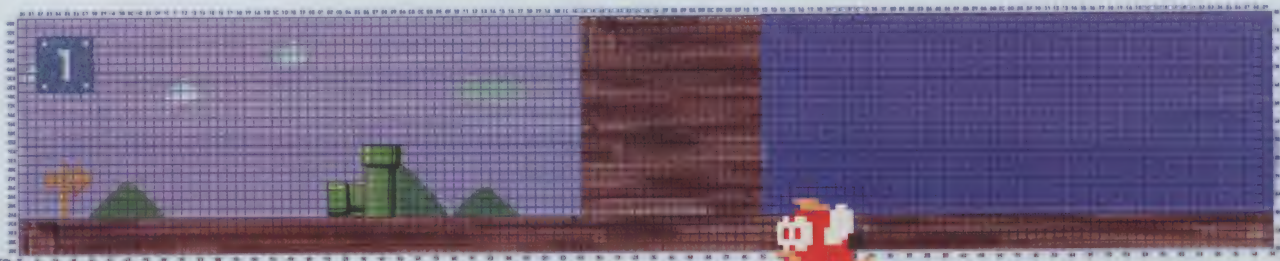


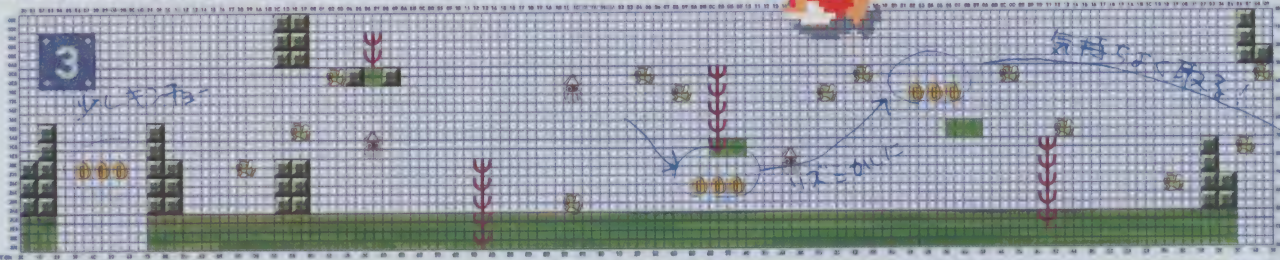

2
4
6
A
B
6695

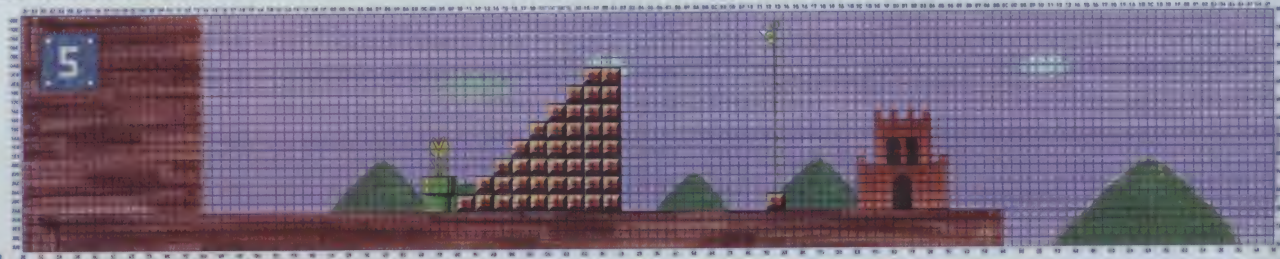
BG PLANNING SHEET

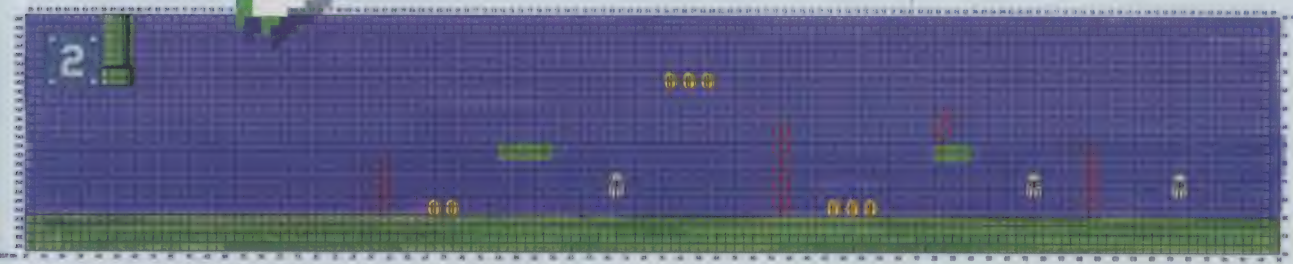
MEMO:SUPER MARIO BROTHERS

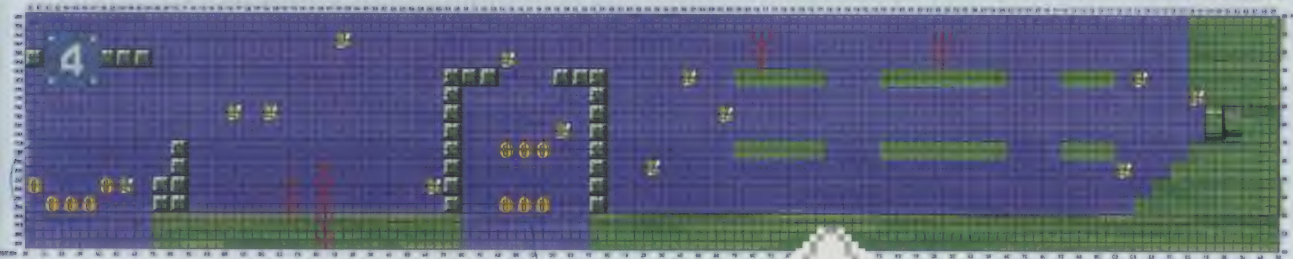
PHASE	DATE: / / AM PM :	
	DESIGNER	PROGRAMMER
W2-2		











ボッシーはここまで降りてこない。
あめてすに コイン取る

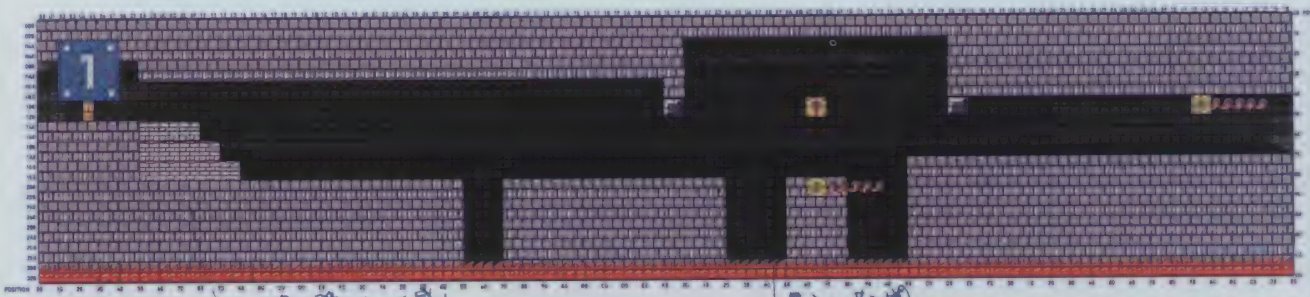
2回目は
少しムズかしく

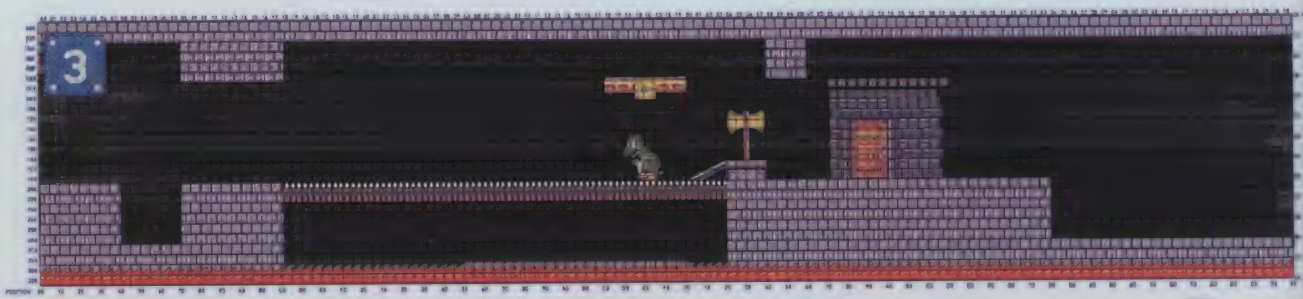
2116

BG PLANNING SHEET

MEMO:SUPER MARIO BROTHERS

PHASE	DATE: / / AM PM :	
	DESIGNER	PROGRAMMER
W1-4		





⑨ 走るとカンタン！

4486

ゆっくり歩いて移下するとプレイヤーの方向に歩く。
エネルギー弾で倒せる。

はだかで歩き廻っている。

空中を飛び回る。
一定方向タイプ

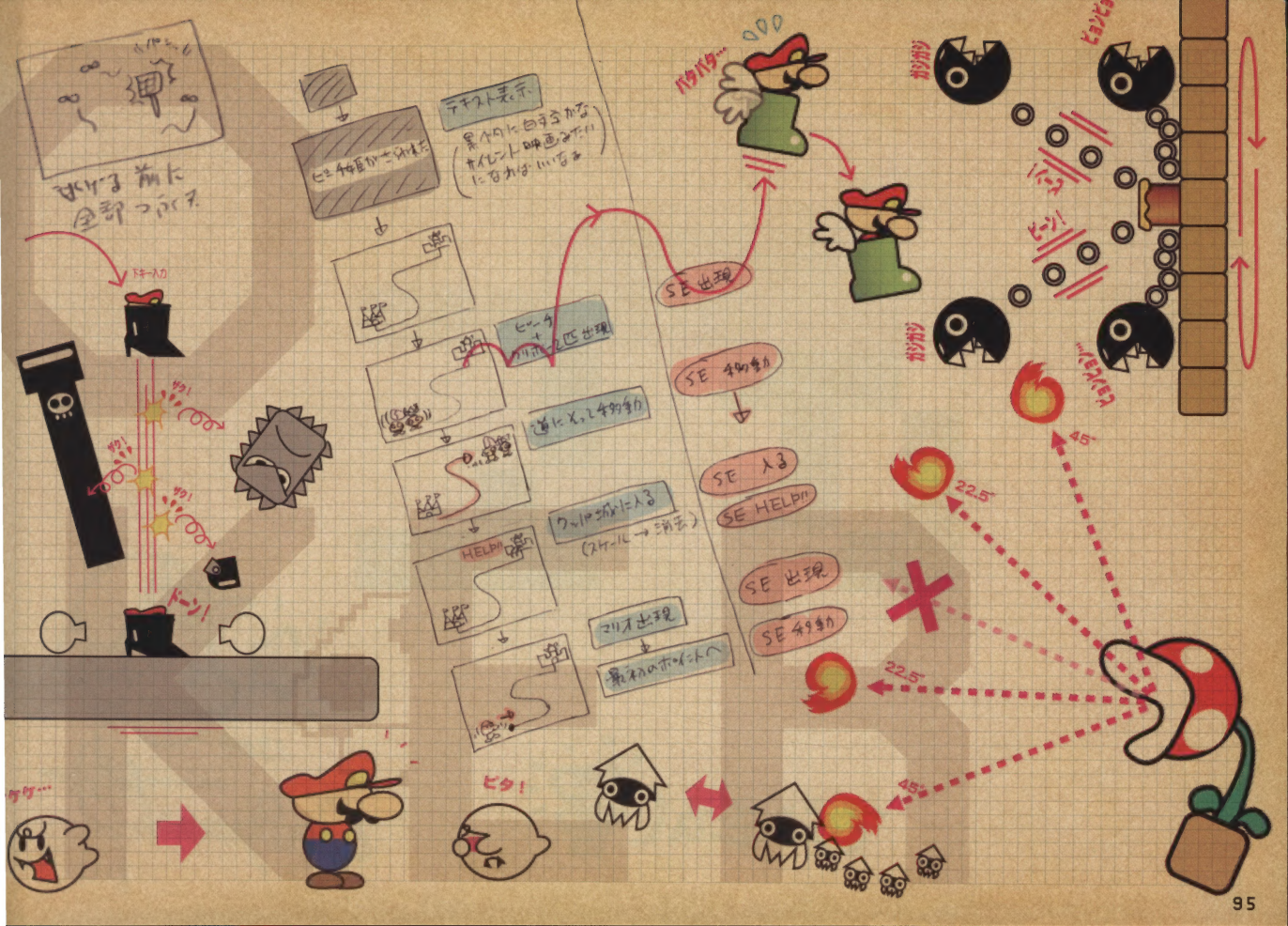
少し早く歩く。

カメと同じ動きで エネルギー弾で死なない。
(はね返す)

エネルギーボールを吹き下から倒さないと死なない
上下に床を通りぬけジャンプで移動する。

SUPER MARIO
MAKER
MARIO MAKER
MARIO
MAKER
MARIO MAKER
スーパーマリオ
MARIO MAKER
マリオ メーカー
MARIO MAKER

ピヨン!
パタパタ
ドッスン
5UNIT
2UNIT
1UNIT
ヘロ〜ン!
パフ!
フハ〜!
ポコ
ポコ
HELP
A go!
ガラガラ
ビーン!
2
2
3
4


ハテナブロック
押す
すかる前に全部つぶす
ドキー入力
ダン!
ダン!
ダン!
ドーン!
テキスト表示
(黒バックに白字などなにかイベント映画みたいにするかはいる)
ヒュンヒュン
ビーム+カメ2匹出現
SE出現
SE移動
SE入る
SE HELP!!
通にぬって移動
ワープ管に入る
(スケール→消去)
SE出現
SE移動
コイン出現
最初のポイントへ
HELP!!
バタバタ…
ガシガシ
ビュンビュン
ドーン!
ガシガシ
ビュンビュン
45°
22.5°
22.5°
45°
ケケ…
ピタ!

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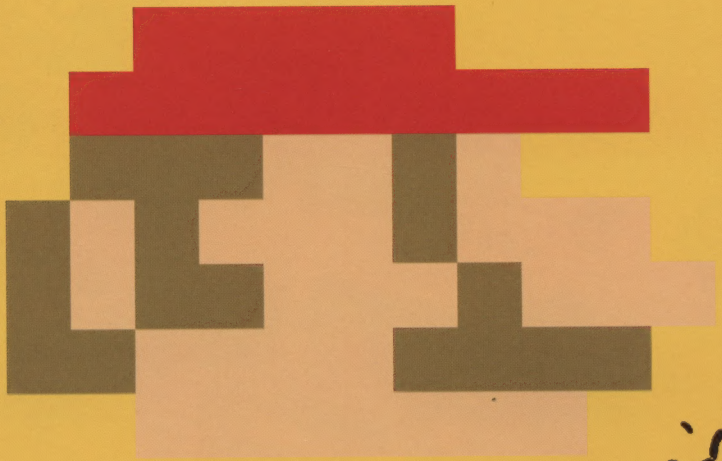
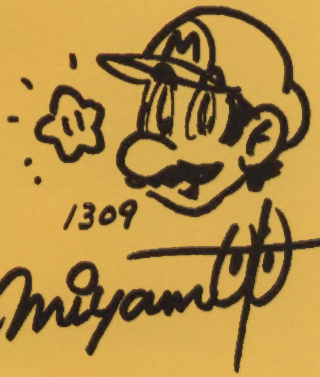
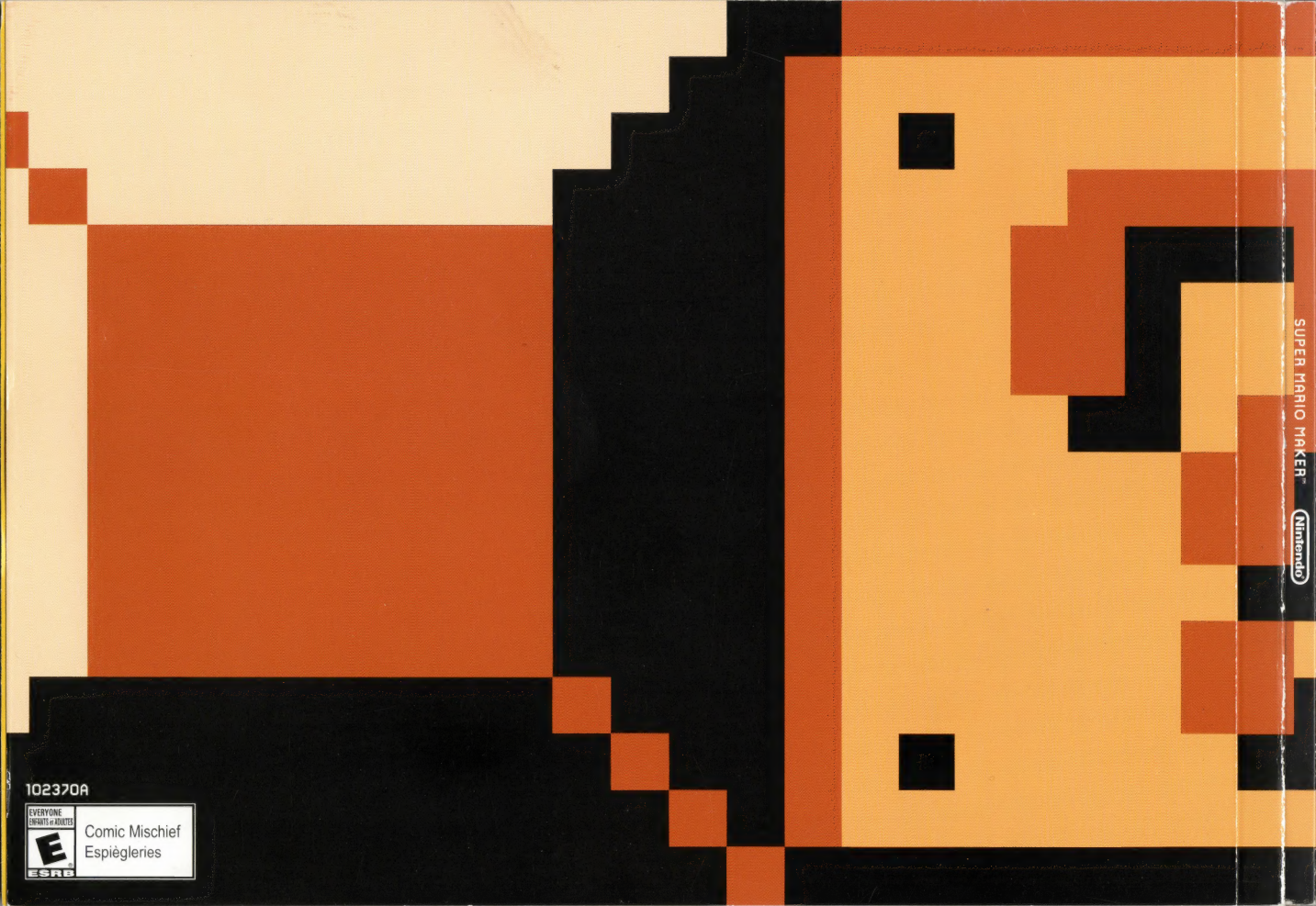




てづかたなし



102370A

EVERYONE
ENFANTS et ADULTES
E
ESRB

Comic Mischief
Espiègleries